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#1 ISSUE

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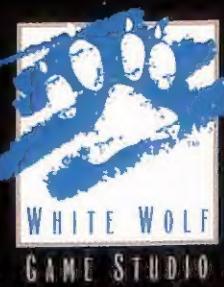
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By Andrew Kardon

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■ Tougher than a tough man contest, less predictable than *Melrose Place*, witness Ultimate Chaos!

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CONTEST

■ Be the envy of your friends. Heck, give all the kids that dislike you a real reason to hate you. **WIN** all the *Magic* cards ever made! Flip to page 28 for the deal.



On the cover:

"Aoooga!" London's own John Bolton illustrates a meld of horror and sex appeal. For more information about the history of vampires turn to page 16.



■ Hey, I could've had a... Can the contents of this can make you a better player? Turn to page 22 for details.

InQuest number 1 may 1995

SO WHO THE HELL ARE WE?

Things sucked for a while.

I'm talking about the fantasy gaming genre, and the atmosphere of a lot of the fantasy-oriented stores I visited. Don't get me wrong: I'm a huge fantasy buff, and I've loved this stuff for the past 15 years, but c'mon, the industry was sucking wind. Then—boom—a li'l card game from Wizards of the Coast called *Magic: The Gathering* popped up, and after a while, it not only became the hottest thing going, it breathed new life into this industry.

Suddenly, in stores that had quietly been watching dust pile up on old gaming items, things were up and jumping again. I can't walk into any fantasy hobby shop nowadays without half a dozen people milling about, playing, buying, or trading *Magic* with friends—or making new friends playing *Magic*. And while I admit I was skeptical at first, I'm now a bona fide *Magic* gamer and collector.

Aside from being a really neat game, *Magic* gave me back something that I hadn't even realized I'd lost. I'm not even sure what to call it, but it's like a little kid's wonder and excitement. When I buy a booster pack, the tense feeling of "Oh please God, don't let my rare card suck!" washes over me. When I'm trading with friends, forget it. The agonizing decision of whether or not to swap one of my cool Legend guys for an essential card for my new deck provides such fun, at so many different levels, that I feel like I owe the folks over at Wizards of the Coast a debt of gratitude.

So anyway, what I'm trying to do is express my excitement, enthusiasm, and commitment to this industry, and to assure you that this magazine will always have the highest commitment to quality and creativity, and that the people behind these pages are more than just names on a masthead. They're fans and collectors and, hopefully, soon they'll be your friends.

So thanks for picking up this issue and giving us a shot. We won't let you down.



Pat McCallum
Editor-in-Chief

SO THAT'S
WHAT THAT
SUCKING SOUND
WAS.



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As if we didn't have enough cool stuff to kick around the studio, as may be if you guys send us your latest software, toys, games, action figures, ideas and electronic goodies (Mac only). If they make the cut, we'll give it a mention. We're always ready to try some new gizmo, so send it along to: *InQuest* Art Dept. c/o Wizard Press, 151 Wells Avenue, Congers, NY 10520-2064. Printed in Canada

MAGIC

The Gatherings™

THE SHADOW MAGE™ #3



VALIANT



**BIRTH-QUAKE!
AFTERSHOCKS!**

INQUISITION

How you can have a letters page in the first issue

Hey, Pat McCallum here, *InQuest* editor-in-chief and resident letter-answerer guy. Before we dive into the mail bag, let me answer the question that's gotta

be putting a real confused look on your kisser: "How the hell do we have a letters page when this is our first issue?"

Good question. The answer: we made 'em all up.

No, no. What we did was hook up to America Online (a national on-line computer service linking up about a gajillion people) and ask folks for comments and criticisms about our pre-#1 debut ish. What we got back were a butt-load of mighty interestin' questions, opinions, and comments, the best of which we're runnin' here. So with that said, we're off!

Fortune Teller

Being that I see no letters page within your magazine, I hope to begin one. First, a name is required. I have a few suggestions:

- A) Magic Archives
- B) Inquisition
- C) Library of Le...hmm, that's copyrighted, isn't it?

And that is only one of the many improvements I offer. Some suggestions that are so crazy they just might work:

0) *InQuest* needs more humor. I mean you guys do *Wizard*, right? The strongest aspect of the latter is its humor, and *InQuest*, [though it shouldn't] become a clone of its successful predecessor, should follow suit.

- I) Increase the size a bit; if that

means the price must rise, so be it.

2) Perhaps a bimonthly schedule would please fans more.

3) How 'bout more in-depth interviews with artists? The Anson Maddocks interview wasn't even one page long! And don't just stick to *Magic* artists—I'd like an interview with Brom, or Clyde Caldwell, or...Keith Parkinson.

□) There was one contest (well...two if you counted the reader survey). That simply is not enough.

Cing) How 'bout a fiction-writing contest? Sure other fantasy magazines have fiction, but that's 'cause it's a good idea.

2x+12=4x) Accompany your periodical with a card you can actually play with.

Saturday) Can you have a free poster offer (kind of like *Wizard's Maxx* #1/2 and *Gen'13* #1/2 specials)? Not the cheap, small, folded posters usually begotten in such a way, but a full wall-size poster. I wouldn't mind paying shipping and handling as long as I get to see what the wall art will look like (or who it's done by). If *InQuest* has a particularly cool cover, then a poster of such couldn't hurt.

August) Include a contest whereby an entrant will design a *Magic* card (type, attributes, art, et cetera), possibly having a category of each type (by way of land, summon, artifact, interrupt, et cetera).

Other than the few faults I have listed, *InQuest* is great—simply marvelous.

Dale Mulcahy
Madison, AL

That's pretty damn weird. We received Dale's letter several weeks after we had outlined our first issue, and it's spooky how many of his suggestions we had already incorporated into the mag.

Or maybe...was that you in the ninja costume hangin' out in the tree outside our offices a couple months back, Dale?

We received Dale's letter several weeks after we had outlined our first issue, and it's spooky how many of his suggestions we had already incorporated into the mag.



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A CALL TO ARMS THIS SUMMER

NME

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ODS

First off, InQuisition's a great name for the letters page. As a thank you, you'll be receiving a year's subscription to InQuest on us.

Anyway, your questions:

0) In my heart, I know we're funny! (Can anybody name what movie that's from?)

1) We doubled in size from our debut ish, and if you guys like us, we may keep on growing. (Which means, if we were to continue expanding exponentially like that, we'd hit 640 pages by issue #5. That'd be neat.)

2) We're monthly!

3) Interviews are now longer, more in-depth, and have plenty of nude shots.

□) The plan is to have about two contests an issue.

$2x+12=4x$ OK.

Saturday) Interesting idea, but we've got nothing planned right now.

August) That was you in the ninja suit!

LET'S SEE... A
SAPHIRE MOX, A
PLAQUE RAT...
SOME BACOS...



"It frustrates me when my friends use a card wrong, but they don't believe me when I tell them that they're wrong."

For the answer to that problem and a million others, turn to the opposite page and read Stumpers.



Judge

The one thing that I really want to see in a magazine is a comprehensive list of card ruling and rules. It frustrates me when my friends use a card wrong, but they don't believe me when I tell them that they're wrong, and I can't prove it (they don't have access to AOL).

Chris Elion
East Greenwich, RI

We'll be running Stumpers every month here in the letters pages, so if you've got a list of problem cards or card combinations, send 'em in and we'll set your friends straight.

"Head...Hurt!"

Could I use the Ring of Ma'ruf [from *Magic: The Gathering*] (which says that you can go outside the current game and [bring a card] into your hand) to get the France card from *Illuminati*, put it into play by casting Eureka (which allows you to put permanents into play directly from hand), then cast Juxtapose, swapping my France card with my opponent's Shivan?

Aaron Graf
Spring Valley, NY

Sure, but expect a punch to the head from your opponent.

You Win Some...

Just finished looking at your mag—great job! Below I've listed a few comments...

Price: Good—though the price seems a little high, especially considering the relatively small size of the mag.

Size: Could be a little longer, with more articles aimed at the advanced card gamer.

Cover: Excellent!!!

Layout: Cool. Attractive, "modern," suits the nature of card gaming/collecting.

Price Guide: I have had a great deal of experience buying, selling, and trading gaming cards (mostly ST: TNGCCG, M: TG, and Jyhad) through various means (card shows, flea markets, shops, and over the Internet). I find that many of your prices seem far too low relative to what is going on out there.

Well, that's my two cents' worth. Good luck in the future.

Chris Lewis

St. John's, Newfoundland, Canada

...You Lose Some.

I'm sorry to say that I was not overly impressed by your magazine.

I read and enjoyed the article on Richard Garfield, and aside from the price guide/checklist, there was nothing else that grabbed my attention.

Look at your three main features. The first tells how Richard Garfield got going with *Magic*, the next tells how other companies got going with their card games, and the third tells how gaming in general got going. There was no variety. I was very sick of gaming history by the end of the issue.

The Product News was too short; there's no detail on any of the games. I would prefer you devote some space to a few games [rather than] briefly review a large number of games.

Tricks of the Trade is perhaps useful to beginning players. Since I've been playing for a while, it didn't capture my interest, but it seemed to be a decent article and a good idea.

Finally, we have the price guides. What's up with this rating system? Some of these cards had utterly ridiculous ratings. A red elemental blast is not "a card that can fit into virtually every deck." In short, your magazine doesn't hold a lot of interest for the experienced player.

I hope you find my suggestions helpful.

Scot Alexander Martin
Houston, TX

Sorry you didn't like the issue, Scot, but it was sorta like a trial run. InQuest now has a larger, more-dedicated staff, and we've definitely made some improvements over our debut ish.

We're Like... The Times?!

I just received my copy of *InQuest* and I must say it's great. I really like how you have ratings for every card in the price guide. The Richard Garfield and Anson Maddocks articles were interesting, but pretty dry, sort of like a *New York Times* article.

I love the top 10 weirdest cards. I can only hope that you could expand this with

more than say, one or two for each game.

The "History of Role-Playing Games" was good, I liked the timeline.

Magic: Fallen Empires prices were missing!

I'd like to see letters from *Magic* players as well as tips and strategies for *Magic*, perhaps a few wild tournament wins.

The latest *Magic* deck themes seen would be a nice complement.

Great mag!

Amit
Floating in Cyberspace

Thanks for the kind words, Amit. As for what you wanna see, check out next issue as we get real weird with some nonexistent ST: TNG cards, expand the price guide a bunch, detail some new deck and card combinations, and do all sorts of other neat crap. It'll be a blast.

Next Stop: The Twilight Zone

I've been a subscriber for two years now and just last month I was introduced to your new magazine, *InQuest*, and of course I use it all the time. I found out that another one is coming out in April and I think that it should be a monthly thing.

Ryan Gorman
Kirkwood, MO

He's been a subscriber for two years? This guy knows something I don't.

Well, that was that. Let me say thanks for pickin' this issue up, and if you have any questions, comments, or critiques, we really want to hear from you. So put pen to paper (or finger to keyboard), and drop us a line!

Send yer letters to InQuestMag@aol.com or:

INQUISITION
151 Wells Ave.
Congers, NY 10920

Stumpers

Q: I've got a Tetravus with all three of its 1/1 tokens on it and a Keldon Wurlord out. If the Tetravus splits apart, will the Keldon be a 5/5 creature?

—D. Anderson, Garverville, NY

A: You betcha.

Q: I've got a tapped plains with Equinox on it. My opponent throws a Kudzu on it. Can I untap, then tap that plains to destroy the Kudzu, saving my land?

—P. Muller, Canton, OH

A: Equinox only counters spells. The Kudzu was successfully cast and is now an enchantment. Kiss your land goodbye.

Q: After a long battle, my opponent ends up with only one life, one creature, a COP: Red, and one untapped mana. Can I cast Fireball, hit him for one point, split it to his creature, then split it back to him for an additional point?

—W. Rodriguez, Stony Point, NY

A: You can't target something twice with one spell. The question is moot.

Q: I'm at one life and I have one swamp left, with just a Scathe Zombie in play. My opponent comes stomping in for 17 points of damage. Can I tap the swamp, cast Dark Ritual, and play Simulacrum, directing all damage to my Zombie—including the one point of mana burn?

—K. Reilly, Harlingen, TX

A: Mana burn only happens when the mana pool clears. This is at the end of every phase and at the beginning and end of combat. You'll take the mana burn at the end of combat and piff, you're dead.

Q: My opponent plays Underworld Dreams. I respond by casting Ancestral Recall. Do I take damage for drawing the three cards?

—D. Gagliano, Rockland, NY

A: According to the timing rules, if you cast Ancestral Recall in response to Underworld Dreams (an enchantment), your instant will resolve first because they resolve in reverse order. You take no damage.

Special thanks to **Rich Redman** at Wizards of the Coast for helping clear these questions up.

Have a gaming question that's driving you up the wall? Just drop us a line and we'll calm your nerves. E-mail us at InQuestMag@aol.com or write to:

Stumpers
c/o **InQuest**
151 Wells Ave.
Congers, NY 10920



■ Is this what all the hubbub is about? Well, around here it's out with the old and in with the new. We'd like to know what you think, so drop us a line. Our address is right down there.

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Created by Rob Anderson

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RE-REVISED

IF IT'S NEWS
IT'S HERE!

A NEW MAGIC: THE GATHERING BASIC SET IS ON THE WAY

Wizards of the Coast is revising its *Magic: The Gathering* Revised set. This April or May, look for the Fourth Edition!

The new basic set will

drop some familiar cards in favor of some from expansion sets. As with previous basic sets, the Fourth Edition will be sold in starter decks and booster packs. However, boosters will no longer contain basic lands, and starters will contain a greater average number of rare cards.

The game's packaging and rules have been updated along with the cards. All the tap symbols have been replaced with an arrow, which Wizards of the

Star Wars: A New Game

Darth Vader, Luke Skywalker, and your favorite heroes and villains are coming soon to a tabletop near you! Decipher and Parker Brothers are teaming up for a *Star Wars* collectible card game. The game will be out as early as this fall.

Decipher has more interstellar action in the works. This June, it will release the first of eight *Star Trek: The Next Generation Customizable Card Game* expansion sets. Each set



will contain 80 to 120 cards.

Novices can learn the rules with *Star Trek: The Next Generation Two-Player Game*. Distributed in the mass market by Parker Brothers, each *Two-Player Game* will contain a fixed set of 120 ST: TNGCCG cards split into two ready-to-play decks. The set will retail for \$15 to \$20.

Dungeons & Dragons: The Movie

By late 1996, TSR hopes to realize a *Dungeons & Dragons* live-action movie, a *Dragonlance* animated movie, and a live-action *Wildspace* TV special and series.

MCA/Universal and Ground Zero Productions are working on a live-action *Wildspace* TV series that will debut with a two-hour film in November 1995. The show stars medieval warriors who battle space pirates, fire-breathing dragons, and other evils. The cast and crew should be named soon.

TSR hopes to launch multiple tie-ins with the series, and Universal Studio Tours in Hollywood is considering a *Wildspace* attraction.

Sweetpea Entertainment was formed to make a live-action *D&D* movie. Writers Topper Lilien and Carroll Cartwright have doctored

Coast says can be used for foreign-language editions of *Magic*.

Magic designer Richard Garfield intended the basic cards to be changed regularly, so look for further editions in the future.

MAGIC

The Gathering™

New edition, new rules: Wizards of the Coast hopes its newest basic *Magic: The Gathering* set will stop pesky rules questions before they start.



Darth Vader, Luke Skywalker, and the gang are headed to a tabletop near you!

several scripts, including that of Robin Williams' upcoming *Jumanji*. Sweetpea says the scribes were chosen because they "had the best feel for the world, and were willing to do the research...to make an accurate depiction of the *D&D* world for the fans."

The original story centers around a disgruntled thief, Ridley, who escapes his tough-luck life and attempts to save the world.

Action-adventure and fantasy directors are being considered. The producers are considering stars for cameo appearances or main villains, but most of the actors will probably be unknowns.

The film will have a special effects star, Stan Winston, who created the "morphing" effects in *Terminator 2: Judgment Day*. He will definitely work on the special effects, and is being

considered for director or producer.

More on the release date, director, and cast should be available in mid-'95.

The *Dragonlance* movie is being written by Garfield and Judith Reeves-Stevens, whose animated-TV credits include 1992's *Batman: The Animated Series* "Dreams in Darkness" episode. The 90-minute film will be animated by Nelvana Communications. Set for late-'96 release, it has yet to be cast.

A New Look for AD&D

TSR is revamping *Advanced Dungeons & Dragons Player's Handbook* and *AD&D Dungeon Master Guide*. The rules, still in the second edition, won't be heavily altered, just updated and clarified for newcomers. Those who like the old format or dislike change needn't fret: the old format will remain in print.

New *AD&D* products are being added at both ends of the line. A board and CD game, *Introduction to Advanced Dungeons & Dragons*, is designed to help novices learn roleplaying. It leads right into the redesigned *AD&D* rule books.

For high-level gamers, two *AD&D Player's Option Rulebooks* are coming: *Combat & Tactics* and *Skills & Powers*, due in June and July, respectively.



■ Out with the old and in with the new, and the new is better thanks to the guys at TSR.



■ Hold onto your scrap metal—*Battletech's* coming to a computer near you!

Computerized Mechs

Spectrum HoloByte and FASA are forming a company to make electronic games based on FASA's roleplaying products. Through the agreement, Spectrum HoloByte, publisher of popular games like *Tetris*, will buy a minority share in FASA, which makes *Battletech*, *Shadowrun*, and *Earthdawn*.

The games are being designed for high-end personal computers and gaming systems. Players will be able to compete alone or with others via modem. The earliest game, due in mid-'96, will adapt *Battletech* as a CD-ROM for Pentium-based computers and new Sega and Sony high-end gaming systems.

Spectrum-owned MicroProse is making a computer version of Wizards of the Coast's *Magic: The Gathering*.

Alter Ego

Magic: The Gathering launched Wizards of the Coast down the trading card path, but now they're getting back to basics—roleplaying games.

Don't get your shorts in a bunch: Wizards won't be abandoning *Magic*. The new RPG division is called Alter Ego Games, and its first product, *Everway*, is set in the fantasy world of legends and fairy tales. Players create characters using 90 image cards included in the set, and the

game referee uses 36 fortune cards during the adventure itself, eliminating the need for dice. The game is by Jonathan Tweet, co-creator of *Atlas Games' On the Edge* and *Over the Edge* and co-head of Alter Ego along with Wade Racine.

Look for *Everway* this summer, along with two other Alter Ego efforts.

A new edition of *Ars Magica*, Tweet's RPG of magic users in Mythic Europe, will be released as four books in a slipcase. The game should be easier to learn and play.

For those who can't tear themselves away from *Magic*, *Worlds of Dominia* is an encyclopedia of people, places, and things in *Magic*'s multiverse. It'll tie into Alter Ego's early 1996 roleplaying release, *Magic: The Adventure Game*.

TSR's Lucky Number: Dragon Dice?

Card, roleplaying, and board games all use dice in one way or another. Now there's a dice-only game: TSR's *Dragon Dice*, due in July.

Defeat your enemy with strong rolls. Every dice army consists of Elves, Dwarves, Orcs, Dragons, and other races, each with its own color. The bigger the die, the more powerful it is.

The initial starter sets, going for \$9.95, will include a random mix of 18 dice. Each \$5.95 kicker pack, also out in July, will contain eight dice, including human and monster dice, available only in kickers.

Ice Age Coming



Wizards of the Coast's new stand-alone expansion set for *Magic: The Gathering* is due this June. There have been several previews of *Ice Age* cards, however, including two that came with every issue of *Wizard: The Guide to Comics* #45.

The cards are Prismatic Ward, a low-casting-cost white spell that grants target creatures immunity to damage from one color of the caster's choosing, and Norritt, a 1/1 black Imp (see Price Guide). Norritt can force a creature to attack or to untap a blue creature.

Vampire: The Renaming

The name of the game changes in July, when Wizards of the Coast re-releases *Jihad* as *Vampire: The Eternal Struggle*. The packaging will be altered, along with confusing rules and card text. Brown vampire card backs will bear the new name, although the green backs of library cards won't change. Old and new cards will be compatible with one another.

Dark Sovereigns, the game's first expansion set, is set for August and will contain new vampires and new vampire clans. A Wizards of the Coast *Vampire* player's guide, *Darkness Unveiled*, is also due in August. It will print revised rules and other information. A second expansion set is in the works.

Hollywood

Heartbreaker Hobbies & Games is doing two new collectible trading card games based on movies. The first game, to be released this summer, is based on 1994's *The Crow*.



Goldeneye ties into the new James Bond movie with Pierce Brosnan; expect both this fall. Bond expansions will focus on agent 007's women, gadgets, and nemeses.

Edward R. Pressman Film Corp., producer of *Conan*, *The Crow*, and others, is developing a movie based on *Mutant Chronicles*, the gaming world of Heartbreaker's *Doomtrooper*. Philip Eisner is writing and Stephen Norrington directing, but it's too early for word on the cast or release date.

Comics

Jim Lee's WildStorm Universe card game is tentatively scheduled for release in August. The game will feature original Lee art. Expansion sets and an RPG are being considered.

Around the same time, Comico is planning to release a collectible card game based on their popular *Elementals* Universe.

Chronicles

Chronicles, the *Magic* expansion set, will contain cards from *Arabian Nights*, *Antiquities*, *Legends*, and *The Dark*—but not the recent *Fallen Empire* expansion set. The white-bordered cards, shipping this summer, will come 12 to a \$2 pack and should be heavy on *Legends*.

Mutant Chronicles is hopping! Playmates Interactive Entertainment is working on a video game for release later this year for Nintendo and Sega systems. Soon you and another Doomtrooper can digitally defy the Dark Legion.

Anyone who orders *Doomtrooper* products from American Entertainment, a mail-order retailer, will get a free, ultra-rare *Doomtrooper* card while supplies last. Heartbreaker Hobbies & Games made 30,000 *Nephrite Warlords*, a powerful card that automatically kills all Warriors it wounds and gives its controller's Undead Legionnaires +5 to Shoot.



Got some money in your pocket? Here's a good way to get rid of it. Check out the latest card collectible releases coming to a shelf near you...



NAME: **Artifacts**

COMPANY: **TSR**

SET SIZE: **100 Cards**

RELEASE: **April 1995**

PACKAGING: **16-card booster packs**

SUGGESTED RETAIL: **\$2.50 per pack**

Here's the Deal: You *Spellfire* crazies think your deck is working great now, but wait until you see the new expansion set. Look for this to fill in gaps in the *Dark Sun* cards, and for artifacts from the *AD&D Book of Artifacts*. The set has 50 common, 25 each uncommon and rare, and 20 very rare chase cards. The Wand of Orcus, Mace of Cuthbert, and Ur Droxia await you!



NAME: **Highlander**

COMPANY: **Thunder Castle Games**

SET SIZE: **165 cards**

RELEASE: **April 1995**

PACKAGING: **16-card booster packs**

SUGGESTED RETAIL: **\$2.45 per booster**

Here's the Deal: *Highlander 3*—hated it! Hopefully this game will live up to the original movie. The art will come from the TV series, though Thunder Castle is trying to get the rights to images from all the movies. How do you win? Chop off your opponent's head using Persona and Attack cards, keep your head with Persona and Defense cards. There's no rule book; four cards list the complete rules. By the way, TCG is planning to give away an actual Highlander sword from the TV series to the winner of a Highlander tournament. Stay tuned for details!

continued on next page...

DOOM TROOPER

W & © Torg Games AB.

NAME:	Inquisition
COMPANY:	Heartbreak Hobbies & Games
SET SIZE:	170 cards
RELEASE:	April 1995
PACKAGING:	8-card booster packs
SUGGESTED RETAIL:	\$1.50 per pack

Here's the Deal: The Inquisition is back, and worse than ever. This first *Doomtrooper* expansion will feature cards of every type and affiliation. Each pack will contain six common and two uncommon cards. Look for a special bonus: artists Paul Bonner and Paolo Parente will each sign 1,000 randomly inserted cards.



NAME:	Power Cards
COMPANY:	Caliber Games Systems
RELEASE:	April 1995
SET SIZE:	300 cards
PACKAGING:	50-card starter decks; 15-card booster packs
SUGGESTED RETAIL:	\$7.95 per deck; \$2.49 per booster

Here's the Deal: You wanna be a hero? *Power Cards* simulates a superpowered battle. Even if your character is a major wimp, you can pump him or her up with Enhancement cards. Two types of 50-card starter decks will be released, each containing at least 30 cards drawn from an exclusive pool. Boosters will have up to 10 common cards and at least five popular (as in level of rarity, not *Baywatch* stars) cards and one rare card. The game is being released in three waves: April's will contain 160 cards, mostly Characters; June's 70 cards will focus on Enhancements; and July's last 70 cards will be evenly split. Caliber is negotiating to get Todd McFarlane's *Spawn* on the chase cards that are being inserted into the April set, and to get *Spawn* into its August expansion set. (At press time actual cards were not available. Cards shown are artist's rendition.)



NAME:	Rage
COMPANY:	White Wolf
SET SIZE:	Over 300 cards
RELEASE:	May 1995
PACKAGING:	60-card starter decks; 12-card booster packs
SUGGESTED RETAIL:	\$7.95 per starter, \$1.95 per booster

Here's the Deal: The newest release from White Wolf is *Rage*, a fast-paced combat game. Packs of Werewolves battle the creatures of their ancient enemy, the Wyrm. Burst free of your mortal shell and explore your wild side! Based on the *Werewolf: The Apocalypse* RPG from *The World of Darkness*.

Q U I C K T A K E S

The Unlimited Edition of *Doomtrooper* is due in April. The card game is being released in nine new languages, including Hebrew and Japanese. The Limited Edition was printed in English, Italian, Spanish, and Swedish.

Bill King's *Warzone*, a *Mutant Chronicles* miniatures game, is being finalized for a summer release. It will boast all-new miniatures, and four expansions are being planned.

Bookworms

The *INWO Book*, a player's guide to *Illuminati: New World Order*, will feature 144 pages of rules, strategies, color prints of every *INWO* card, and a rare card from the Unlimited Edition. The \$16.95 Steve Jackson Games book will be out in April.

In June, TSR will release *Spellfire Reference Guide: Master of the Magic*, a six-by-nine-inch, 384-page book containing the latest rules, strategies, and tactics. The \$12.95 book will also show all 797 *Spellfire* cards printed in 1994.

TSR²

TSR is negotiating with Interplay to get a computer version of its *Spellfire* game on the market ASAP.

America Online users can now access TSR images from the Gallery section, read magazine stories in the *Dragon Magazine* area, or order TSR products from catalogs, among other activities (key word: TSR). TSR also maintains a forum on the GEnie service.

Delayed?

Towers in Time, intended to be Thunder Castle Games' first release, has been put off until summer. The printers are using a new process that's slower than expected. TCG planned to give out promotional cards at the GAMA Game Fair.

Dementia 5 had hoped to get *Apocryphy* out by May, but it'll debut June instead. An RPG, it uses trading cards to pick character attributes. The game environment changes with the cards you draw. Your job is to defend Earth from a "new yet familiar evil" in a future when science and sorcery have collided.



Art from Dementia 5's *Apocryphy*

Yeah, *SimCity*'s late—see *On the Shelves* for more info. By the way, this summer's Unlimited Edition will be sold in \$15 double starter decks with a fixed set of 120 cards. It'll come in \$2.50 boosters, too, containing a random selection of the 517 cards introduced in the Limited Edition.

Steve Jackson Games is working to get *Illuminati: New World Order* Unlimited Edition out by April. The 409 cards are identical to the Limited Edition, except for six cards with new art, 40 cards with touched-up art, and new type styling for every card name.

The Factory Set is also due by April. This \$70 box set will contain one each of the 400 Plot, Group, and Resource cards, one each of the three "special" Limited cards, three each of the nine *Illuminati* cards, and 20 blank cards, split evenly between Plot and Group backs. (That's, uh, 450 cards total.) The Factory Set will be fully playable—the backs'll be identical to other editions—but SJG says the fronts will be different. How? They're not tellin'!

Dead Things

Black Dog Game Factory's offers *Vampire: The Masquerade* players a second helping this May with *The Last Supper*. This expansion focuses on mysterious necromancers.

Due to delays, Flying Buffalo's "Glow in the Dark" Death Dice should be out in mid-June.



© 1995
Yep! He's dead.

The Spice of Life

Shadowfist, Daedalus Games' Uzi-spraying, fist-slinging, sword-clashing game, hits the stores in June. It was designed by Robin Laws, designer of *On the Edge's Cut-Ups* expansion, and Jose Garcia, designer of *Nexus: The Infinite City*. The art direction is by former *Magic* designer Jesper Myrfors.

Cactus Game Design will be releasing *Redemption* this July. Biblical heroes battle baddies for control of Lost Souls.

Heartbreaker has slated its fourth collectible trading card game, tentatively titled *Super Nova*, for summer. Players pursue intergalactic conquest with economies, armies, and diplomacy.



NAME:	SimCity—The Card Game Ltd. Edition
COMPANY:	Mayfair Games
RELEASE:	May 1995
SET SIZE:	517 Cards
PACKAGING:	60-card starter decks; 15 card booster packs
SUGGESTED RETAIL:	\$8.50 per starter; \$2.50 per booster

Here's the Deal: It's late—the printers were overbooked. Hey, when was the last time you built a city on schedule? That's what you try to do in *SimCity*, based on Maxis' best-selling computer simulation. Mayfair hopes to release the Unlimited Edition in fall, introducing 120 new cards with it. Real cities will be featured in a fall expansion. Now you can build Rome in a day!

Send news and product information to:

InQuestMag@aol.com or

InQuest Product News c/o Mike Fasolo,

151 Wells Ave., Congers, NY 10920.

On Tap is a section that we hope to include every month. It's a quick preview of an upcoming game that the *InQuest* staff has recently play-tested.



NAME:	Star Strike: The Regency Wars
COMPANY:	Comic Images
DUE:	September 1995

Here's the Deal: A century ago, the Imperium collapsed. Now, factions from five races are trying to conquer the galaxy.

Comic Images' first game, *Star Strike: The Regency Wars*, offers science fiction warfare in an easy format. Each race uses various resources to muster ships, equipment, and troops and to generate special effects. The object is to evade your enemy's fleet, reach his or her homeworld, and eliminate its energy with your starships and troops. Combat is complicated by defense equipment that can protect ships and even homeworlds.

Star Strike's promising game system is complemented by the game's fantastic artists: Michael Whelan and the Hildebrandt brothers are among those lined up to illustrate the cards. Neither finished art nor designs are available, but Comic Images hopes to preview the game at July's Dragon Con and August's GEN CON.

Strange things in the night

By Jeff Hannes



People have told ~~stories~~ about

vampires for centuries.

Now a hit roleplaying game is

putting new twists on tried-and-true

tales of horror.

There are some things everybody knows about vampires. They drink human blood. Sunlight kills them. They're afraid of garlic. But did you know that there really was a Count Dracula who lived in Transylvania? Or that he was the inspiration for numerous vampire stories, including the classic Bram Stoker novel? How about that Mark Rein-Hagen, the creator of White Wolf's *Vampire: The Masquerade* roleplaying game, hated Stoker's *Dracula* the first time he read it?

Vampires are one of the hottest things around. Movies like *The Lost Boys*, *Bram Stoker's Dracula*, and *Interview with the Vampire* have made millions, while Anne Rice's *Vampire Chronicles* have topped best-seller lists.

As successful as those were, however, Rein-Hagen's game has probably made the biggest splash in recent years. Although TSR has long perched at the top of the role-playing game industry, White Wolf Game Studio stormed into the fray in 1992 behind *Vampire: The Masquerade*. Last year, *Vampire* crashed the collectible card game party in the form of Wizards of the Coast's *Jihad*.

Why so much excitement over a role-playing game? Because by depicting a



novel, full-fledged society of the undead, *Vampire: The Masquerade* has reshaped the vampire myth. As Rein-Hagen puts it, "It's not just a game—it's a world that's come to life."

Birthing The World of Darkness

In creating his dark new world, Rein-Hagen had a single concern: "If vampires controlled the world, and they definitely could, how would they?" White Wolf's horrific *World of Darkness* unfolded as Rein-Hagen answered this pivotal question.

Rein-Hagen's most significant invention may be the Camarilla, a huge, multifaceted sect of vampires. This world-wide political organization comprises various clans, each with its own flavor. The Venttrue clan embraces old-world philosophies, and are often at odds with the Brujah, who rebel against any form of order. The sophisticated Toreador savor modern art. Malkavians have been driven insane by their depraved immortality, while the Tremere wield unusual powers.

Other clans reflect traditional vampire myths. Like the vampires of Hungarian folklore, the Gangrel have domain over wolves, bats, and other "creatures of the night." The clan that best mirrors the monstrous aspects of vampires is the Nosferatu: its members are hideously deformed and terrifying to behold.

Despite their differences, Rein-Hagen's vampires are all descendants of Caine. The first vampire, Caine is also the first murderer, according to the Bible (where his name is usually spelled without an 'e').

Although most consider Adam and Eve's consumption of the forbidden fruit to be the first sin, Rein-Hagen views that event as inevitable. For him, the first sin came only after the forbidden fruit granted humans free will. "Caine represents where free will exerts itself with full menacing glory," Rein-Hagen says. By choosing to murder his brother, Caine symbolically embraced the darkness that is the curse of vampiricity.

An Ancient Evil

Although Rein-Hagen's game has given new life to vampires, the vampire myth has been around for centuries in one form or another. Since 1922, when the classic film *Nosferatu* was released, there have been over 150 vampire

movies, including such unusual titles as *Billy the Kid vs. Dracula*, *Dracula's Dog*, *Love at First Bite*, and *Dracula Blows his Cool*.

All this variety means that there's been a lot of different myths about bloodsuckers in this century alone. And the base concept of blood drinkers has been around for not hundreds but thousands of years. As long as people have known they couldn't live without blood in their bodies, blood has been seen as a source of life and vitality.

One of the oldest vampire stories comes from Egyptian mythology. After murdering his brother Osiris, Set threw pieces of the corpse into

the ocean. Osiris' wife Isis retrieved the remnants, bound them into mummified form, and put the body in a coffin. The mummification ritual granted Osiris eternal life, and he became the lord of the dead. In Rice's *Vampire Chronicles*, Osiris and Isis are the first vampires.

Cultures all over the world have since developed their own vampire myths. But none have had as big an impact as the superstitions of Eastern Europe. The

Romanian province Transylvania is well-known for its vampires—both fictional and real.

The most popular vampire story ever told is probably Bram Stoker's *Dracula*. Written in 1897, this novel was the first major vampire story to be published. One of the most celebrated novels of its time, *Dracula* was a springboard for countless other vampire tales.

Maybe the most horrifying thing about the novel was that it was based on a real person, 15th-century Romanian tyrant Vlad Tepes. Stoker's original manuscripts show that he used many different tales as sources, but it is also evident that his real focus was Vlad. The blood-thirsty Prince of Wallachia, as he was known, often executed enemies and subjects alike, frequently by impaling them on long poles or stakes. Vlad accumulated several endearing nicknames, including "the Impaler" and "Dracula," which means "Son of the Devil."

Contemporary monks wrote horror stories about Prince Vlad. One story tells of a subject who complained of the smell of blood at a festival. Dracula impaled him on an extra-long stake, so he could be above the stench. In another tale, a monk told Dracula that he was going to hell. Not only did the prince immediately impale him, he impaled the monk's donkey for good measure.



Gary Oldman, who played Vlad Tepes in Francis Ford Coppola's *Bram Stoker's Dracula*. Tepes, the Romanian prince nicknamed "The Impaler," was the inspiration for Count Dracula.

Dead Secrets

Vampires fear garlic. They don't reflect in mirrors. Vampires can change shapes. Sunlight kills vampires, and so does a wooden stake through the heart.

These are "secrets" that just about everybody knows about vampires, but where do they come from? Although it seems fitting that vampire's vulnerability to stakes would come from Vlad the Impaler, the myth of this weapon's potency goes back even farther. Stakes were made from the wood of an ash or aspen, which were effective because they symbolized life. In some areas, a fir tree was planted in a suspected vampire's body, because the villagers believed that the everlasting life of the evergreen would triumph over the everlasting un-life of the vampire.

But the vampire's greatest enemy is sunlight. As creatures of darkness, vampires have forsaken good. The sun, worshipped by many ancient civilizations, represents the purest form of goodness. Some vampires possess the ability to withstand the sun, but such creatures are few and far between.

In Romanian folklore, the devil was capable of turning into a bat or wild animal, and sometimes a mist-like form. Since vampires were creatures of evil, it was believed that the devil had bestowed this ability upon them.

That thing about mirrors? Yup—that was Romanian too. These superstitious folk believed that putting a mirror in front of a dead body would allow its soul to escape and transform the corpse into a vampire. And of course, without a soul, there's nothing for a mirror to reflect.

Since it was important to know how to keep bloodsuckers at bay, the Romanians were well-versed in the pet peeves of vampires. Garlic, often used as a medicine, was believed to be a manifestation of good, so it seemed obvious that it would repel agents of evil. The superstitious used to rub garlic on their bodies and their animals.

Romanian vampires were also afraid of crosses and bright lights and, believe it or not, four-eyed dogs. Romanians would add an extra pair of eyes by using white paint on black dogs. Hey, whatever works...

In Hungarian lore, ending the curse of vampiricity was no big deal. All one had to do to regain humanity was stay secluded for seven years, then travel to another place where a different language was spoken.

In many traditions, the only way to escape the curse is to die an immortal death. This is usually accomplished by completely burning one's body with fire or sunlight. The roots of this tradition go back to the Slavic folk, who eased their fears by reducing suspect corpses to ashes.

The Modern Vampire

When he created *Vampire: The Masquerade*, Rein•Hagen abandoned many popular myths in favor of a fresh look. "I wanted to develop a part of myth that hadn't been done before," he says.

Some traditional vampire lore remains in the game, much of it altered. A stake through the heart will paralyze a vampire in *Vampire* or *Jyhad*, but not kill it. And hey, sunlight can be a real pain, but it's not always enough to stop a determined vampire.

Rein•Hagen, never all that interested in the older, more monstrous depictions of vampires, didn't even like Stoker's *Dracula*. "The modern image, which is completely different from anything else—that's what excites me," he says. It wasn't until he read Anne Rice's *Vampire Chronicles* novels that he found the representation of vampires that he had envisioned.

Rein•Hagen reflects. "We all wonder who we are, and the vampire myth connects to that part of our self. We all relate to them because they live in a world which we don't visit. We envy them, yet they're cursed. But they are also blessed. They are both angel and demon."

Although the power that undeath bestows—the blessing of which Rein•Hagen speaks—is one key to the long-lived fascination with vampires, it's the loss of humanity that drives the modern vampire, and consequently the modern roleplayer.

"Humanity is the very soul and heart of what *Vampire* is all about," Rein•Hagen explains. "Vampires crave humanity; their soul thirsts for a connection to other people. Overcoming their vampire condition is a whole process of finding a pathway out of the black labyrinth."

The Evil Spreads

Given the explosion of collectible card games, it was only a matter of time before somebody made one using vampires.

While his *Magic: The Gathering* was nearing completion, Wizards of the Coast game designer Richard Garfield met with Rein•Hagen to discuss a collectible card game based on *Vampire: The Masquerade*. Like just about every gamer who has played *Magic*, Rein•Hagen was taken by it. The two began hacking out ideas for what would become *Jyhad*.

In the end, most of *Jyhad* was done by Garfield and other people at White Wolf. Rein•Hagen says that there were five or six cards that didn't quite belong—he declined to specify them—but out of 437 cards, that's not too shabby. Overall, he says he's happy with the way the game turned out.

There were some changes that *Vampire* veterans may have noticed. For example,



■ Nosferatu, the illegitimate son of illegitimate parents, fancies himself quite a ladies man.



the players in *Jihad* are called Methuselahs, when in fact the Antediluvians control the *Jihad*. In *Vampire*, both Archons and Justicars are immune to the bloodhunt. In *Jihad*, only Archons are protected. Most of the changes concern minor details, however, and were done to help game balance.

Players begin the game with a pool of 30 blood points; when they reach zero, they lose. The catch is that in order to do anything, a player must spend his or her own blood. *Jihad* games usually result in a downward spiral in which the last survivor wins. Like the cursed vampires, the players spell their own inevitable doom.

Another innovative aspect of *Jihad* is its political battles. With certain cards, players can call for votes. It often becomes a contest of diplomacy as players try to convince others to vote in their favor. Promises are all well and good, but nothing is quite as convincing as a bribe.

As a whole, sales on *Jihad* have been sluggish, and Wizards of the Coast has opted to revise the game. In July, the game will be retitled *Vampire: The Eternal Struggle* (see Product News, starting on page 11, for more details).

Perhaps what *Jihad* captures best about *Vampire: The Masquerade* is the twisted interaction between Methuselahs and minions.

Rein-Hagen says that the game has the same depth and strategy as *Go*, the ancient Japanese board game.

Don't Let the Sun Go Down on Me

"Everything is a metaphor for something in our own lives. The vampire myths give the idea of 'life is meaningless,' but you make of it whatever you can—ambition, greed, hate, love...humanity."

Because he had that insight, Rein-Hagen designed a game that lets people express their emotions and personality. Already prosperous, *Vampire* now seems set to reach an even broader audience: the creative minds at White Wolf are currently working on a *Vampire* movie with director Joel Schumacher (*The Lost Boys*). If successful, the film could bring unparalleled attention to gaming in general and *The World of Darkness* in particular.

But Rein-Hagen is looking even farther into the future. "I would hope that in 20 years, when people think about vampires, they'll think about me."

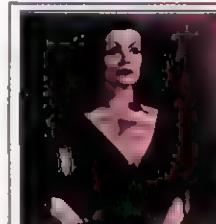
After all, fame and fortune are fleeting. Vampires, however, live forever.

Jeff Haines wrote "Tricks of the Trade" for the InQuest special edition. He's a junior at the University of Rochester who has trouble rising even for afternoon classes. Hmm...

The bat, like the wolf and rat has gotten a bad rap as being an evil creature.

Suck-O-Meter

What's the most important thing about vampires? How evil they look? How spooky is their castle? Nah. It's how much they suck.



Occupation	Confirmed Kills	Most Embarrassing Moment	Least Favorite Brady	General Consensus
Vampira	Unholy Servant of Darkness	Undetermined. (No one can watch her movie long enough to count.)	"The day my talent agent signed me to do this movie. He said I had talent, and that I was pretty, and all I had to do was..."	"Oliver. That little bastard was more trouble than he was worth."
Blacula	Unholy Servant of Darkness	None, but some detective found a bloody glove.	"That'd be the time I split my pants on Soul Train."	"The middle boy Peter. Something about that kid that makes me want to kick his ass."
Barlow	Unholy Servant of Darkness	Like, 600 or something. This guy's a machine!	"Rhargh!! Go 'way!."	"Rhargh!! Me hate Sam! Why he no marry Alice?!? Rhargh!! hemorrhoids burning! Ass on Fire Rhargh!"
Count Chocula	Unholy Servant of Darkness... that turns your milk chocolatey.	I was told to consult our corporate lawyer... uhm, no comment!	"That time me, Boo and Frank were knockin' back a couple and my colostomy bag just up and burst. Whew, what a mess."	"That wench Carol. I am too nutritious!!" Not too chalky and the marshmallows are a definite plus.

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TO BEAT THE MOXES

By Michael Scarfe

Hmm, it's not a bad opening draw: three mana, one Llanowar Elves, Thallid, Fungal Bloom, and Thicket Basilisk...

I cringe when I see my opponent's opening: a Sapphire Mox, a Ruby Mox, a dual land—oh, and a Black Lotus. Boom. Sacrifice the Black Lotus, tap the rest, and voilà—Shivan Dragon.

I look at my cards, wondering what the odds are on drawing a Sprite a turn to keep me alive, then glance back at my opponent. "Uh, my turn?"

Ever been in this position? If you've been to a tournament, you've probably experienced the "I'm out? But I haven't even drawn

a card yet!" syndrome. It's painful. And those darn Moxes are the bane of the whole thing.

Speed. Without it, you'd better have a lot of defense or some nifty tricks built into your deck. With it, you can blaze and take down the mightiest of players.

A fast start is the key. The zero-casters, the Moxes and Black Lotus, are the best at this. Nothing beats throwing down a card for free mana, especially when you can use that quick stockpile to get out your higher-casting-cost cards. It took several butt-kickings before I finally realized this.

Originally, I built a deck to nullify the Moxes by removing what they put out. It was a blue/white denial deck: slow moving, de-



■ Instant offense!

Imagine having these big guns on your third turn!



fensive up the wazoo—and creatureless. Filled with Circles of Protection that I could Sleight of Mind to whatever color I needed for defense, Swords to Plowshares for creature elimination, and Karma, which I could Magical Hack to my opponent's land type, the deck could take a beating from the strongest deck and slowly whittle it away.

FOR GOD'S SAKE, NO MORE LAXATIVES!

Key word: Slowly. Sure, I could win (and I frustrated many single-minded decks), but I never won quickly. And the more time I allowed my opponent the worse off I was—eventually they broke through. I gave it up, realizing that my blue/white creatureless just wasn't, well, up to speed.

I racked my brains for another answer.

Which was the fastest color? Black, of course: Dark Ritual alone makes it the quickest. Green ran a close second with Llanowar Elves, Wild Growth, Gaea's Touch, and Fastbond. Imagine my surprise when, looking through green, I discovered that the scourge of the elvish community, the Elves of Deep Shadow, fit perfectly into my plan and became my saviors.

Bingo. I had the framework: one-casting-cost green creatures that generated black and green mana. I could put out land and build up an equal amount of mana with my creatures. On average, by the third turn, I had enough mana to summon my biggest creatures. I could even summon bad boys like the Sengir Vampire, Carrion Ants, or Juzam Djinn on the first turn if I pulled a Swamp and two Dark Rituals. Talk about a nightmare!

What I still needed to do was fill in the basic essentials: land destruction, offense (including direct damage), creature elimination, and as much defense as possible. I think the Bayou Lightning deck listed here fits the bill.

The sideboard cards should counter any deck. For instance, against direct-damage decks, you'd want extra Simulacrum; against a white or heavy enchantment deck, more Tranquillities; and Pestilence should end weenie deck nonsense in one fetid blast. When appropriate, swap in color-hosing cards like Gloom for white, Lifeforce for black, or Deathgrip for green. Add the Island of Wak-Wak against a heavy flying deck, Underworld Dreams against draw/direct damage decks, or Titania's Song to nullify artifacts and kill



those nasty Moxes and Black Lotuses.

There're a lot of neat things about this deck. Besides throwing out Juggernauts and Vampires early on, you can do lots of damage with your "harmless" little 1/1s. Attack in force, and when your opponent blocks the larger critters and lets the weaker through, Giant Growth them (also a great defense) or Howl from Beyond. If you're feeling particularly mean, double Giant Growth or cast a Howl followed by Berserk. Ouch! I've killed people in one shot with a single Llanowar.

Your mana situation is pretty cool: you only need one Forest to get the ball rolling. Most of your mana's generated by creatures, so you've got some added punch in your purposely undermana-ed deck. I won a chaos game once in which my land was completely obliterated (Demonic Hordes, very hungry) and all I had out was a Fellwar Stone. Fortunately, my opponent was playing forests, which provided me with Elves—giving me all the power I needed!

That's just one of the fun things you can do with this deck. The main idea is to press ahead full speed and take out opponents before they can build. Sure, Simulacrum will save your butt (I recently took a 32-point Fireball like it was a summer breeze—the poor, toasted Llanowar, however, barely made it to the graveyard), but it won't save you more than once. Hurricane's a quick fix for those flying menaces, and Desert Twister's a great remedy for nagging problem cards, but you won't last forever.

So my final words of advice: Don't wait for those enemy forces to gather; go for an all-out stampede.

And above all, enjoy! ☺

Elves

Green

- 4 Elves of Deep Shadow
- 1 Force of Nature
- 4 Llanowar Elves

Black

- 1 Berserk
- 2 Desert Twisters
- 4 Giant Growths
- 2 Hurricanes
- 1 Regrowth
- 1 Tranquility

Black

- 1 Carrion Ants
- 1 Fallen Angel
- 1 Hypnotic Specter
- 1 Juzam Djinn
- 1 Royal Assassin
- 2 Sengir Vampires
- 1 Sorceress Queen

Black

- 4 Dark Rituals
- 1 Demonic Tutor
- 2 Howls from Beyond
- 1 Mind Twist
- 2 Simulacrum

Black

- 3 Fellwar Stones
- 1 Icy Manipulator
- 3 Juggernauts
- 1 Sol Ring

Black

- 4 Bayous
- 3 Forests
- 1 Maze of Ith
- 2 Strip Mines
- 1 Pendelhaven
- 2 Swamps
- 1 Urborg

Black

- 1 Deathgrip
- 1 Island of Wak-Wak
- 1 Lifeforce
- 1 Gloom
- 1 Pestilence
- 2 Simulacrum
- 3 Terrors
- 1 Titania's Song
- 2 Tranquility
- 1 Tsunami
- 1 Underworld
- Dreams

THEME DECK

FLOWER POWER

The Vegetarian Deck

Hey, welcome to the first installment of "Theme Deck." What we'll be doing here is coming up with some fun themes for one of the six billion card games out there. Theme Decks will not only be fun to play, they'll be capable of kicking some butt as well.

What we won't be doing is putting in ridiculous, unbalanced cards. Unlike this month's Killer Deck, Theme Deck will never contain any cards as ridiculously powerful as the Icy Manipulator. Theme Deck *will* feature cards that're a real hoot to play, and that force you and your opponent into strategic battles a little more entertaining than, say, Channeling a Fireball.

Anyways, the Vegetarian Deck contains only plants and spells designed to help pump up your li'l plant buddies and blow away anything that might give you a bit of a problem (like flying critters or COP: Greens). And with that said, we go to the Veggie Deck roll call.

INGREDIENTS

- 1 Argothian Treefolk
- 1 Carnivorous Plant
- 1 Feral Thallid
- 1 Floral Spuzzem
- 1 Force of Nature
- 1 Fungusaur
- 1 Ironroot Treefolk
- 1 Moss Monster
- 1 Singing Tree
- 1 Spore Flower
- 4 Thallids
- 4 Thallid Devourers
- 4 Thorn Thallids
- 1 Wall of Brambles
- 1 Wall of Wood
- 1 Wormwood Treefolk
- 1 Berserk
- 4 Desert Twisters
- 2 Fungal Blooms
- 4 Giant Growths
- 1 Hurricanes
- 1 Living Lands (they never see it coming)
- 1 Night Soil
- 1 Regrowth
- 1 Spore Cloud
- 1 Stream of Life
- 16 Forests
- 1 Pendelhaven
- 1 Maze of Ith

Pat McCallum,
House Chef



Card Mechanic

Wizards of the Coast Production Manager and part-time engineer Tom Wänerstrand keeps the *Magic* machine running smoothly.

By Zachary Reid

The '64 Chevrolet pickup had a shot motor, a spent manual three-speed transmission, and a rusting body. The truck was staring down eternity in a Pacific Coast junkyard when Tom Wänerstrand happened along.

A self-confessed "motorhead," Wänerstrand purchased the truck from a friend and set forth restoring the classic to its original beauty. It was quite a challenge for an experienced mechanic. It was a daunting task for a man who approaches automobile restoration as a hobby.

Wänerstrand (pronounced "wan-a-stran") earns his auto parts money working as the production manager at Wizards of the Coast, the suburban Seattle company that publishes *Magic: The Gathering*, *Robo-Rally* and other games. The job can be exhilarating on those rare days when everything falls into its preordained place. It's a tremendous headache when technical problems hamper the process. You have to have an eye for detail, a respect for deadlines, and the ability to know who can best do the job at hand. It's like being a mechanic, only you get cases of cards instead of a purring engine when you're finished.

Since joining Wizards of the Coast in March 1994, Wänerstrand has seen his share of cards. He's the company's version of a traffic cop, directing concepts from the planning stage into the customer's hands. Every project has

its own team—an art director, designers, writers, and artists. Wänerstrand is the constant. It's his job to make sure every project meets its own guidelines.

"With *Magic*, we have a central atmosphere," he says. But if the company does a historical roleplaying game, "The art director has to bear

in mind that it's based on history, so there has to be some accuracy. The robots in *RoboRally* have to be characters that are easily made into figurines.

"There have to be guidelines. A mountain for *Ice Age*: the only parameter is that it's the proper size, maybe some chilly colors, but [the artist can] basically wing it from there. In a role-

playing game, the mountain might be volcanic, with a party of adventurers climbing it, and one of them is an elf, one a dwarf. You maybe have to have more vigorous guidelines."

Wizards of the Coast also asks each artist to submit sketches before paintings are finalized. "We try to make a concerned effort to avoid some of the more stereotypical fantasy art," Wänerstrand says. "We want to appeal to the broadest market possible, but without selling out."

But don't get the idea that the



Tom Wänerstrand



Photo: Jerry Gay

28-year-old Wänerstrand is a perfectionist hell-bent on glory. Like a good teacher, his greatest success comes when no one questions the job he's doing. He looks good when the games come out on time. Also like a good teacher, Wänerstrand is still a student at heart.

"I've been influenced by a number of people," Wänerstrand says when asked about his artistic favorites. "Particular artists? It's hard for me to pick. I like classical Flemish painters, their attention to detail and realism. I like some contemporary artists. So many artists, I couldn't name one. I like a lot of the more abstract, more abstracted images using humans.

"I think I pick up inspiration everywhere I look. I can't really quote one person's work. I get a little here, a little there."

If you're looking for vintage Wänerstrand, find the Blood Moon card from *The Dark*. "That's closest to my normal painting style," he says. "It's very simple, something I would do for myself.

"It was a good experience for me. I started out with a single concept: I wanted a red moon rising up. I studied land masses, I looked at heavenly bodies like moons, stars, and nebulas. When I came up with something, it was a matter of hours [before it was complete], but it flowed naturally."

What about Royal Assassin, the powerful card that Wänerstrand illustrated for the original *Magic* release?

"The artwork is far from my favorite," he says. "If I had it to do again, it would

probably be different."

That's only fitting, since the piece changed course between concept and finished product. "My original sketch was more of an action-type pose. It was like Doug Shuler's *Frozen Shade*," he says. "It was a leaping figure with a knife. But then I thought about it. If I was going to be an assassin, where would I wait? Probably at a bar. So I started focusing on an assassin waiting in an alley outside the pub. It was kind of stoic, very static. I used green to contrast against the brick wall.

"The original name was Assassin, but [when] they saw the garb, they changed it to Royal Assassin."

Wänerstrand, a first generation American with Swedish ancestors (his last name is derived from Lake Vänern, the largest lake in Scandinavia, and strand, meaning shore), didn't waste his youth dreaming about being a production manager. The path he took to Wizards of the Coast was more happenstance than calculated career move.

He took vocational classes in high school and earned an associate's degree in art from Seattle Central Community College. He was working for a sign company when he began freelancing for Wizards of the Coast more than two years ago. Besides



If you're looking for vintage Wänerstrand, find the Blood Moon card from *The Dark*. "That's closest to my normal painting style," he says. "It's very simple, something I would do for myself."

A spread of some of Tom's favorite cards.





Arcum's Sleigh, one of Wänerstrand's new *Ice Age* cards

painting original *Magic* cards, he helped design the first issue of the company's magazine, *The Duelist*.

He reported to Jesper Myrfors, Wizards' art director and the creative force behind the art for *Magic: The Gathering*. And it was through that association that Wänerstrand was offered full-time employment.

"It was mostly being in the right place at the right time," he says. "I had a lot of project coordination experience, so it was a natural for me."

When Wänerstrand first began doing freelance work for the company, Wizards was run out of the basement of company president Peter D. Adkison.

"Many of the artists started out working almost for

For the upcoming *Ice Age* expansion, Wänerstrand illustrated eight cards. *Skeleton Ship*, done with *Duelist* Art Director Amy Weber, is the first *Magic* card for which two artists collaborated on the same piece.



Skeleton ship from *Ice Age*

free," Wänerstrand says. "They worked on almost an honor system."

The system has worked well. *Magic* has been successful beyond anyone's dreams (some sources say more than a billion cards have been sold). And those who worked on the early projects have been rewarded—including Wänerstrand.

When he joined the company, he found that Wizards of the Coast is short on ego problems. "We have a rather unique office," he says. "We keep the politics to a minimum. There are people [in my department] who are much better designers than I am. But they are content with what they're doing. They don't want to do what I'm doing."

True to form, the jump from contributing to *Magic* to devoting most of his time to it was trouble-free. "It was a very easy transition," he says. "A lot of people control it. We actually have a *Magic* steering team. I'm on the team as the production person. The team makes decisions. I am ultimately responsible for how it looks."

(Those looks will change in the near future. "There's going to be new packaging, certainly a step up," Wänerstrand says. "I have no plans to change things that have worked well. We're giving it a facelift, we're going to clean things up.")

While Wänerstrand has had his hand in many projects, he chooses *RoboRally* as his favorite. Garfield created the board game in the early '80s, and it was the reason he first approached Wizards of the Coast. Adkison liked

RoboRally but passed on publishing it. He wanted something simpler, a game that could be played quickly between two people and with little equipment. *Magic* turned out to be that game, but *RoboRally* wasn't forgotten.

When it came time to prepare the game for publication last year, W  n  rstrand was chosen as the art director.

"It was fun to coordinate and to put a face on it," he says. "So many different components—books, cards, figures, the board—and each has its own restrictions. It's the kind of game where you can let your imagination go free. I think Richard enjoyed seeing it through."

Not all of the projects have been quite as much fun. "A couple of *Magic* projects, a couple of the foreign translations [the game is available in Italian, French, and German, with Spanish and Portuguese on the way], have been nightmarish meeting deadlines," he says. "On *Legends*, there were 300-plus cards to get out in the middle of changing over our computer system. But we're constantly updating our system, so it just meant some long hours."

Wänerstrand is one of the few Wizards employees who doesn't play *Magic: The Gathering*. He prefers to spend his time working on his truck, reading, and listening to music—each of which he pursues with an equal zest. And he's still an artist.

He's not doing as much painting as he did before, but his work can still be seen in Wizards sets. He has four pieces in the latest *Magic* expansion set, *Fallen Empires: Elven Fortress, Goblin Flotilla, Icatian Town, and Tidal Influence*. "Those were fun pieces," he says. "I enjoy doing small color pieces."

For the upcoming *Ice Age* expansion, W  nerstrand illustrated eight cards. Skeleton Ship, done with *Duelist* Art Director Amy Weber, is the first *Magic* card for which two artists collaborated on the same piece.

You can see Wäner-stränd's solo efforts on four Mountain cards as well as pieces entitled Lava Burst, Arcum's Sleigh, and Arcum's Weather Vane. (For more hot info on *Ice Age*, see Product News, starting on page 11.)

But don't get the idea he has an "in" when it comes to assigning art for the cards. Remember, Wizards of the Coast has a pool of more than 60 artists, so there's stiff competition.

"We limit the number of cards an artist can pick. In *Fallen Empires*, I did four out of more than 100. I'm very far down the line. There's no favoritism. I like to think I get chosen because of my artwork. If it were any other way, I'd rather not do it."

Wizards of the Coast probably won't be the last stop for Wänerstrand. The gaming business is fickle, and anything based on collectibility—as *Magic* is—is ripe for drastic change on short notice.

"I really enjoy the company, the people, and the industry," he says. "This could possibly be [my career]. If I move, I want to stay in publishing, pre-press. Games are fickle things. *Magic* won't necessarily be around forever."

The truck won't be around forever, either, but Wänerstrand has a clearer idea of its future. He's going to combine his touch at auto restoration with his artistic flare.

"I have some new airbrushes," he says. "I'll do something typical of truck painting. Maybe some mountains, maybe some serpents."



Arcum's Weather Vane from Ice Age



One of four mount an cards from the Age

Zachary Reid wrote the Richard Garfield profile in the InQuest special edition and an article on collectible card games for the April 1995 Collector's Sportslook, for which he is the editor-at-large.

Win Every Single

Magic Card!

ANATOMY OF A CARD



■ Grand Prize (One winner)

Be the envy of the free world (or at least your clique of friends) when you walk away with an entire set of *Magic: The Gathering* cards! Yeah, you heard right: win one of each different card with a unique name: the Moxes, the Black Lotus, all them Legend guys, heck, you even get the crappy cards like Avoid Fate and Goblin Artisans. One of everything!

■ Second Prize (No winners)

You win nothing. Zip. Zero. Nada. Go play *Spellfire*.



So... what exactly do ya gotta do to win this stuff? Simple. We want you to **design your own**

Magic: The Gathering game card
(see sample card on left page).

First, make it look just like a Magic card. Right **SIZE** (or at least proportionate), correct placement of text, the whole **kit 'n' kaboodle**.

Second, it's gotta be all you. No swiping existing art from anywhere. If you do, **you're out**.

Third, the card concept has to be **original**. It doesn't matter if you make a creature, an enchantment, an artifact, whatever, but the **card** has to be an **original idea**. And hey, if you want to take a humorous slant, **GO for it**. We're just looking for originality. The best of the **best** will be **showcased** in an upcoming issue of **InQuest!**

LEGAL LINGO

No purchase necessary. Contest is open to anyone except employees of Wizard Press, their immediate families, and anybody who offs people with a Channel/Fireball combination. You are a cheese boy. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form, a standard postcard, or a three-by-five inch index card. Enter as many times as you like. Mail each entry to Every Magic Card InQuest Contest, c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. All entries become the property of Wizard Press and will not be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prize will be awarded in the name of the contest winner and is not transferable. Only one Magic card of each name in the *Magic: The Gathering*, *Arabian Nights*, *Antiquities*, *Legends*, *The Dark*, and *Fallen Empires* sets will be provided for the prize, where multiple versions exist. Wizard reserves the right to supply any one version of its choosing. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. Y'know, it's gotta suck being a Kobold. I mean, even an Omnitopter's tougher than you! That's really, really gotta suck. All entries must be received at contest headquarters by August 15, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Wizard Press will choose a winner based on creativity and originality. The winner will be chosen on August 21, 1995. All decisions are final. All winners will be punched in the forehead.

For the name of the winner, available after September 11, 1995, send a stamped, self-addressed envelope to Every Magic Card InQuest Winner, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920-2064, or just keep watching *InQuest*.



After you're done slaving over your little slice of heaven, fill out the official **InQuest** contest entry form below, attach it to the back of your creation, and mail that bad boy off to:

Every Magic Card InQuest Contest
c/o Wizard Press
P.O. Box 118
Congers, NY 10920-0118

Contest Entry Form ▾

This contest expires August 15, 1995! So get crackin'!

Name: _____

Date of Birth: _____

Phone #: () -)

Address: _____

City: _____

State: _____

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Where did you purchase this issue, and where do you shop for Magic cards:

Casting call



InQuest casts the  movie.

By a bunch of *InQuest* staffers

They just don't make good fantasy movies.

They make a lot, yes, but none of them good. Yeah, the first

Conan was OK—slow, but OK. *Clash of the Titans* was neat...when you were 7.

And once you get past those two, boom, you're outta luck.

That's where we come in. Y'see, there's nothing we like better than sitting around and B.S.ing on how great a live-action *Hobbit* movie would be, or a *Conan The King* with the older Schwarzenegger, or...

Or a live-action *Dragonlance* flick. That'd be great: the underdog heroes of the lance duking it out with the evil forces of darkness that are kicking the crap out of everybody on the medieval world of Krynn.

What an epic!

So we thought, to hell with it, if no

one in Hollywood'll do it, we'll just play make-believe and do it ourselves! It'll be better that way anyway. With that said, here's our imaginary *Dragonlance* flick.

First off, the man we want behind the camera is ace director Ron Howard, who would bring both the high-level intensity and humor this flick would need. As for the much-needed special effects, we turn to those wizards at Industrial Light and Magic.

And who would star in our Oscar winner? As they say in tinsel town, roll 'em!



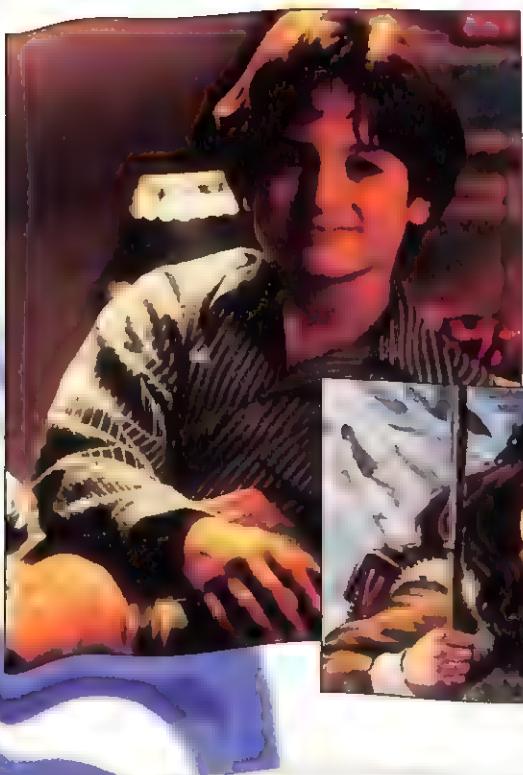
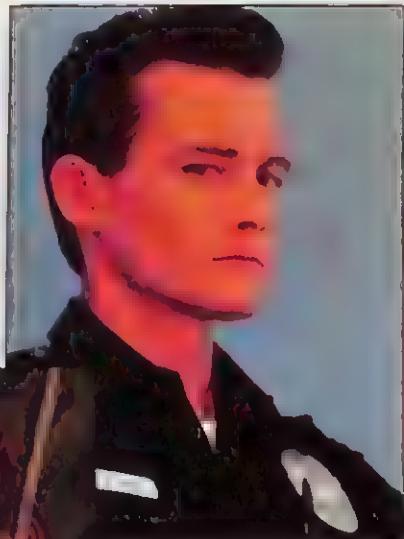
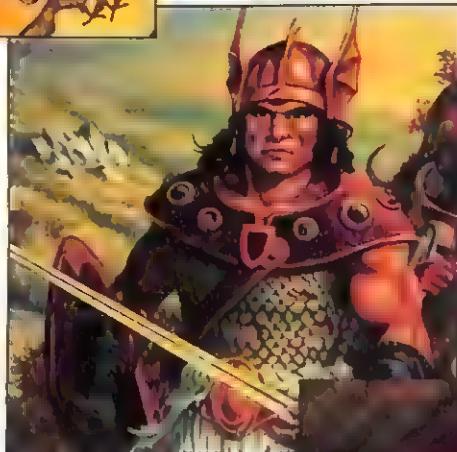
Tanis Half-Elven

The brooding half-breed leader of our group would be played by Eric Stoltz, most recently seen as the drug dealer in *Pulp Fiction*.



Caramon Majere

Playing the macho Majere brother would be ex-L.A. Law lawyer Harry Hamlin, though he'd have to beef up a tad.



Raistlin Majere

And the no-good, schemin', black-magic-dabbling Majere brother would be played by Robert Patrick, best known for his role as the unpleasant T-1000 robot from *Terminator 2*.



Tasslehoff Burrfoot

Playing the very short, very cool, very kleptomaniacal Tas would be Elijah Wood, seen recently in *North and The War*.



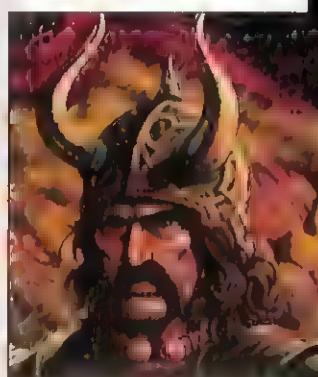
Flint Fireforge

The gruff but lovable (and that's a phrase you'll never catch us using again) dwarf would be played by Danny De Vito, known for about a gazillion different flicks, but probably most famous as Louie DePalma from *Taxi*.



Fizban

The way-powerful though slightly befuddled wizard would be played by the king of actors, Sean Connery, who's been in tons of stuff (and no, we can't explain his presence in *Highlander 2*), but best known for his stint as the first James Bond.



Tika Waylan

Caramon's main squeeze would be brought to life by the way-awesome Lauren Holly, recently seen in *Dumb and Dumber*, and seen weekly on CBS's *Picket Fences*.

Sturm Brightblade

For the role of the brooding knight of Solminia, our vote goes to Lance Henriksen, who's been in about 708 different B-grade flicks. You know him as Bishop from the last two *Alien* flicks.

Lady Crysania

Playing the lovely cleric of Paladine would be megababe Sandra Bullock, whom we last saw driving a great big bus in *Speed*.



Photo: Everett Collection for Starline



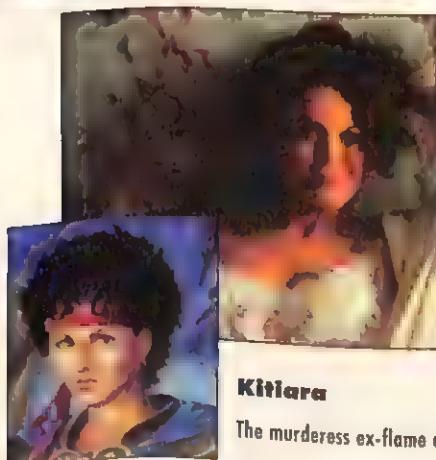
Goldmoon

As the cleric whom everyone kept pointing at and saying,

"Hey, isn't that the staff we're lookin' for?" we picked Linda Blair, best known for her role as the pea-soup-shootin' and rug-staining li'l tyke from *The Exorcist*.

Riverwind

Goldmoon's spit-swappin' partner would be played by Sonny Landham. Y'know, the guy who played Billy ("We're all gonna die!") in *Predator*.



Kitara

The murderous ex-flame of Tanis Half-Elven would be played by Sigourney Weaver, whom we all know and love as Ripley in all the *Alien* movies.



Takisita

Yikes. The unholy Queen of Darkness and all-around mean lady would be played by *chica muy caliente* Teri Hatcher, better known as Lois Lane from ABC's *Lois & Clark: The New Adventures of Superman* TV show.

When not spending most of the workday coming up with useless crap like this, the folks in the *InQuest* bullpen spend most of their time coming up with useless crap like this.

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ULTIMATE CHAOS!



Which is the best card game? *InQuest* finally puts the question to rest.

By Andrew Kardon



HOW CAN THIS BE?
I WROTE THIS PIECE,
I CAN'T LOSE!

The decks were stacked against *Uno*: We knew that right from the start.

But there was an important question to answer. Namely, which collectible card game was the best? We decided to play the ultimate chaos game to settle the matter, using *Dixie*, *Illuminati*, *Jihad*, *Magic*, *Spellfire*, *Star Trek*, *Super Deck!*, and *Uno*, which actually isn't collectible.

We drew straws to see who'd play which game, and agreed that the rifle-totin' *Dixie* would go first. Unfortunately, no one had ever played the ultimate Civil War card game before. Nervously, we waited for the opening play.

After giving his cards a dumbfounded look, *Dixie* tossed down Manassas Gap R.R., Barnard Elliot Bee, and three Infantry. "You can't throw down five cards in one

turn!" *Magic* exclaimed. "Read the rules!" *Dixie's* reply: "Make me."

Everyone spent the first few rounds familiarizing themselves with their decks—except *Dixie*, who seemed hell-bent on conquering the Federation, Romulan, and Klingon empires single-handedly. *Star Trek* wasted little time, retaliating every chance he got. Captain Jean-Luc Picard and his fleet of starships set phasers on full and blasted Sherman, Burnside, and the 32nd New York right out of the water.

This barbaric display prompted *Uno* to remind *Star Trek* of that annoying Prime Directive: men in large spaceships shouldn't be blowing up soldiers with little muskets. *Star Trek* simply looked at him, then returned to blowing the Union army a new hole. So long, 1st Rhode Island!

Super Deck! was quick to knock the smirk off of *Star Trek*'s face by playing a Tactical Nuke. That removed four cards from each side of the battle, including



WHAT KIND OF WARPED MINDS PUT THIS GAME TOGETHER, ANYWAY?

the U.S.S. Nebula, U.S.S. Miranda, a Romulan Warbird, and an Yridian Shuttle. *Qapla!*



While all this was going on, *Magic* managed to convince everybody that his Fellwar Stones could produce colorless mana, since *Spellfire*'s realms counted as lands. Through the groans, *Magic* got out a Celestial Prism to set up his future plays.

Jihad then sent his first vampire, Roland Bishop, to bleed *Uno*. "But I don't have any blood," *Uno* sniffed. "I've just got colors and numbers!" Hmm, a minor setback for vampires.

After chucking down a Blue 7, *Uno* giggled

gleefully. "*Uno!*" He was one turn away from winning. Could anyone stop the *Uno* juggernaut?

Unworried, *Illuminati* irritated *Magic* by using the almighty Al Gore card, capable of stealing one green group, to take a forest.

Dixie was still having a bit of trouble with the rules. He obviously had a limited knowledge of the Civil War, since he was playing Confederate and Union soldiers at the same time. "You can't play Blue and Gray on the same side," *Illuminati* complained. "They're enemies!" *Dixie* replied by pulling out his 12PDR Howitzer and blasting *Illuminati* for two points.

But *Uno* was still just a turn away from victory. *Magic* squinted his eyes, rubbed his temples, took a deep breath, and drew a card.

A hellish smile spread across his face. This was good. This was very good. *Magic* tapped both islands, both mountains, all his Fellwar Stones, and removed a whole wad

of tokens from his Dwarven Hold. Before *Uno* could say "Nevinyrral's Disk," *Magic* threw down a 15-point Braingeyser...and forked it! Flabbergasted, *Uno* drew 30 new cards.

The Massacre of 1865 was reaching an all-time high, as *Star Trek* and *Dixie* each had some 20 cards out on the table. *Star Trek* looked *Dixie* square in the eye, bellowed "Remember the Alamo!" and sent every available ship, including the *Excelsior* and *Pagh*, against the brave soldiers of Bull Run. David Rumph Jones rallied his troops, but after a quick count, *Dixie* was forced to surrender. (What would you do if your middle name was Rumph?)



But before "Taps" could be played, even before *Star Trek* could start gloating (you know those Trekkies), *Super*

Deck! leaped out of nowhere and threw down a Hydrogen Bomb, destroying all cards in the current battle. *Star Trek* cleared all his cards from the table, then looked through his hand for something to re-establish his fleet. It was to no avail: like any new ensign on an away team, *Star Trek* was dead and gone.

Uno began his turn looking a little nervous. He put down a Green 9 and urged *Illuminati* to go. "Wait a second," said *Spellfire*. "Now that *Dixie* and *Star Trek* are out of the game, you are too, *Uno* Boy!" As if struck by lightning, we all realized

Tale of the tape: in NO particular



NAME: MAGIC: The Gathering

AGE: Still fresh

WEIGHT: Heavyweight

HEIGHT: Way, way up there

REACH: Everyone

This barbaric display

prompted *Uno* to remind

Star Trek of that annoy-

ing Prime Directive: men



NAME: ILLUMINATI

AGE: Classified

WEIGHT: Classified

HEIGHT: Classified

REACH: Classified



NAME: UNO

AGE: Seasoned veteran

WEIGHT: Welterweight

HEIGHT: Up there

REACH: Todo el mundo!

in large spaceships

shouldn't be blowing up

soldiers with little

muskets.



NAME: STAR TREK: TNG

AGE: One light year

WEIGHT: 20 lbs. soaking wet

HEIGHT: Upper orbit

REACH: The final frontier

INQUEST

INQUEST CONTEST

Headed to

19 95



Grand Prize (One winner)

One fan will have it made as *InQuest* and TSR pick up the tab and ship you and a friend (or a legal guardian, if you're under 18 years of age) off to Milwaukee, Wis., to attend the 1995 GEN CON Game Fair from Aug. 10-13, 1995! You heard right: you and your bestest pal go, party, play games, eat, hang out, play games, meet top artists and creators, play games—the whole VIP treatment, including travel, lodging, and admission, plus \$500 spending money to boot!

Second Prize (Five winners)

Five runners-up can console themselves with a complete set of *Blood Wars*, the brand-spankin'-new card game from the folks over at TSR, including escalation packs released through June 30, 1995.

**Hotel, admission, goodies—
heck, a whole mess o' stuff
courtesy of those fine folks
over at TSR.**

All-expenses-paid trip? For two? So who do you have to off? Nobody! All you gotta do is give us the top 10 reasons you *must* go to the GEN CON Game Fair this year. If yours is the funniest, cleverest, or most imaginative list, boom, *InQuest* is slappin' you and your buddy on a plane and you're headin' to Milwaukee, the party capital of the American Midwest! Your entry may be a written top 10 list, an illustration, a comic strip, whatever weird thing you can concoct. Now get to it!

Legal Lingo

No purchase necessary. Contest is open to anyone except employees of Wizard Press, TSR, their immediate families, and anybody who doesn't try new card games once in a while. There's so much cool stuff out there, you're losing out if you limit yourself to just one game. Print your name, date of birth, address, city, state, ZIP code, and telephone number with area code on the official entry form, a standard postcard, or a three-by-five-inch index card; if you're over 18 and intend to bring a friend, attach proofs of age (photocopies are fine) for yourself and your friend. Enter as many times as you like. Mail each entry to GEN CON *InQuest* Contest c/o Wizard Press, P.O. Box 118, Congers, NY 10920-0118. All entries become the property of Wizard Press and none will be returned. All taxes (federal, state, and local, if any) will be the responsibility of the prize winners. No cash equivalent or substitute prizes are offered. The prizes will be awarded in the names of the contest winners and are not transferable. The first prize winner must accept travel arrangements as provided by Wizard Press. Offer void where prohibited, regulated, or restricted by law in a manner inconsistent with the purpose and rules hereof. All entries must be received at contest headquarters by June 30, 1995. Wizard Press is not responsible for lost, late, misdirected, or mutilated entries. The winner will be chosen by July 30, 1995. Wizard Press will judge the contest based on creativity and originality, and will be the sole judges of this contest. All decisions are final. Anybody caught whining will be beaten with a pillowcase full of tape dispensers.

For a list of winners, available after August 1, 1995, send a stamped, self-addressed envelope to GEN CON *InQuest* Winners, c/o Wizard Press, 151 Wells Ave., Congers, NY 10920, or just keep watching *InQuest*!



After all that business is taken care of, fill out the Official GEN CON *InQuest* Contest Entry Form below, attach it to the back of your top 10 list, attach proof (photocopies are fine) that you and your friend are 18 or over if you're planning to bring a friend, and mail the whole thing off to:

**GEN CON *InQuest* Contest
c/o Wizard Press
P.O. Box 118
Congers, NY 10920-0118**

Contest Entry Form ▶

**This contest expires June 30, 1995!
So, get crackin'!**

My Name: _____

Date of Birth: _____

Phone #:() _____

Address: _____

City: _____

State: _____

ZIP: _____

My Friend's Name: _____

Date of Birth: _____

Phone #:() _____

Address: _____

City: _____

State: _____

ZIP: _____

MAGIC

ARMADA

ARMADA

Jeff Gómez brings the world's most popular card game into the world of comic books.

For years, inspired by everything from *Godzilla* to *Lord of the Rings* to *Star Wars*, Jeff Gómez had dreamed of writing epic fantasy. Today, as the editor for Acclaim Comics' Armada imprint and scripter of its *Magic: The Gathering* comics, Gómez's dream has come true.

Gómez is writing *Magic: The Gathering*—*The Shadow Mage* and *Ice Age on the World of Magic: The Gathering*, which are both four-issue monthly series. He is hoping to write something different—something that bridges comics and fantasy. As he puts it, "It's not just long-underwear people running around beating each other up.... I'm going for something that isn't standard: a richness, a sense of culture, a sense of real passion for what's happening on the page."

What ignited Gómez's fervor for the project? Why, the Fireball card. Says Gómez, "It was at Giants Stadium, at a Pink Floyd concert. I was dazing out, listening to the music, hoping against hope that WotC [Wizards of the Coast] would pick up Acclaim's bid for the *Magic* license."

"I started imagining the first few pages of the first issue: this huge Planar Barge flashing through a rift, and a noble warrior hurling this spectacular Fireball at it. Lo and behold...." That image became the opening for the first *Magic: The Gathering* comic, *The Shadow Mage*.

Other *Magic* cards also caught Gómez's fancy. "The images that

appear on the covers are the ones that haunt me the most," he confesses. That's why the Hurloon Minotaur is on the cover of issue #2, and the Juggernaut on #3.

"But on the other hand, I want the spells to serve the story," Gómez notes. "I'm not going to rig the story to include the more popular spells or the super rare spells if that's not what the story calls for."

How does someone who doesn't play the game much learn enough to write *Magic* comics? Besides going to gaming stores to get tips from players, Gómez is privy to the *Magic* bible. "I've been given a God Book, which includes pictures and flavor text of every single card in the *Magic: The Gathering* line, and I've been given a complete spell list for *Ice Age*. We've had to guard both with our lives."

The comics take place on Dominaria, the pivotal nexus world of the Dominia multiverse. Gómez wouldn't have it any other way.

"If I were a player, what I would want to see is the most important dimension, the one WotC is going to deal with the most, and that is Dominaria. In Dominaria's past, you have *Antiquities*, *The Dark*, *Fallen Empires*, and *Ice Age*. In its present, you've got places like the Domains in the novels—Hurloon, Benal, and so forth. That's where I wanted to play, that's where I wanted to tell my stories."

Both Gómez and Wizards of the Coast say the comics are as much a part of the *Magic: The Gathering* universe as the novels or "flavor text" on the game cards themselves. "[WotC] seemed to like what we were doing in preproduction so much, they let me have a complete continent!" Gómez says. "It's been referred to as Stonehaven in the novels, across the ocean to the east of the Domains; Stonehaven itself is only the western portion of the continent, which will actually be called Corondor."

"The action in *Shadow Mage* takes place on the southwest coast of Corondor. WotC will incorporate the land's geog-

raphy and history into its world mythology, and you'll start seeing signs of it...in some fantastic products coming out this summer."

Shadow Mage's hero is Jared Carthalion, last in a long line that has influenced most of the history of Dominaria. The story begins with Lord Adam Carthalion's final duel, a detailed *Magic* battle. The infant Jared escapes thanks to his father's spellsquire, but not before both are injured by a Syphon Soul spell.

"The squire is an embittered man, old before his time, who nonetheless loves Jared and is training him to be both a fighter and a spellcaster," Gómez explains. "Raised in poverty, Jared is picked on and sneered at.... Because he plays with fire as a youngster, and because he's so pale and gaunt, he becomes known as the Shadow Mage." *Magic: The Gathering—The Shadow Mage* portrays Jared Carthalion's journey of self-discovery and vengeance.

Shadow Mage is being penciled and inked by renowned fantasy artist Val Mayerik, who is also painting the covers. *Magic: The Gathering Revised* cards are being inserted into the first and second issue, and "creature tokens," for cards that generate additional creatures, will be inserted into issues #3 and #4.

Ice Age on the World of Magic: The Gathering, a tie-in with June's *Magic* expansion set of the same name (see Product News starting on page 11 for more details), relates a 2,000-year saga encompassing one of the most devastating eras in Dominaria's past. "The Antiquities War between Urza and Mishra—it was a terrible, gigantic war—affected the atmosphere, the world ecology of Dominaria," Gómez says. "It slowly brought on the Ice Age that finally overtakes the world after *Fallen Empires*.

"A great city on the continent of Terisiare...is the very last of the Fallen Empires. The city is called Storgard, the Ice Age's version of Atlantis. It was the storehouse of all these magic relics and spells, and some of the great historic figures you'll read about on the cards lived there."

As the mini-series continues, Gómez will show how various generations struggle not only to survive but to understand what has happened to their world. The storyline's main villain is the demon Tevesh Szat, who wants to keep things very frosty on Dominaria. Naturally, he's opposed by a few Carthalions and a host of heroes and villains based on new cards. Readers will be treated to revelations about the universe of Dominia and clues to some of the mysteries of *The Shadow Mage*.

Ice Age is being penciled by Rafael Kayanan, who is finishing a run on Marvel Comics' *Conan Adventures*, with breath-taking covers painted by Hugo Award-winner Charles Vess. Preview cards from the *Ice Age* expansion deck are being inserted into the first two issues, and more creature tokens are going into issues #3 and #4.

Will there be additional *Magic* series? You betcha. "*Fallen Empires* is next," Gómez says. "I'll be writing it with Kevin Maples of WotC, and Anson Maddocks will be painting the covers. It'll start this May, and run two issues. We're putting a whole *Fallen Empires* booster pack in with the first issue!"

At least four other *Magic* projects are in the works at Armada, including a Hurloon Minotaur special and a sequel to the *Shadow Mage* that will tie directly into WotC's late-summer expansion set, tentatively titled *The Homelands*. Now that's something to look forward to!

Acclaim Artists Turn Magic Into Comics

What does magic look like? According to Rafael Kayanan, interior artist for Acclaim Comics' *Ice Age on the World of Magic: The Gathering*, it looks a bit like a science textbook.

"I'm trying to stay away from the standard magical type of line work, rays coming out of people's hands," Kayanan says. "A lot of the spells will look like physics gone haywire."

Kayanan began work on the *Ice Age* book even before the cards in Wizards of the Coast's new *Ice Age* set were finalized. "It's fun for me because I get to make it up; they'll give me a general description, but I get to design the whole thing."

Although Kayanan has sighted *Magic* in Marvel Comics' artists' bullpen, he says the pressures of meeting *Ice Age* deadlines have prevented him from playing the game.

Charles Vess, who's painting the covers for the mini-series, has never played *Magic* either, but knew of it before accepting the assignment. He has his own ideas about illustrating the supernatural. "You have to feel like the person who's doing the magic feels like they're doing it," Vess says. "I know that there's some things that work, but it's pretty much intuitive."

The biggest challenge the Armada artists face is translating an incredibly popular collectible card game into comic books.

"It's like when someone's favorite character goes from a book to a movie," says Val Mayerik, artist for Acclaim's *Magic: The Gathering—The Shadow Mage* mini-series. "You know that some people are going to be pleased and some people are going to think that you missed the boat entirely."

Mayerik's book, unlike Vess and Kayanan's, depicts cards that have already appeared. "I try to stay as accurate to a pre-existing card as I can if that's what's called for, but if it's a new character we're creating or if I'm told we can change things on a pre-existing character, I go ahead and do it," Mayerik says.

Will fans be pleased with the comic books? Mayerik hopes so. "I think they're going to find that these books are every bit as good, if not better, than a lot of books that are out there right now. It's going to be a departure from the typical diet of superheroes."

—Matthew E. Milliken



LIKE RATS ON COCAINE

An addict's account of pricing collectible cards.

Magic is a dangerous thing.

Yeah, I'd heard of the game before I learned to play it last December. It seemed interesting, but when I moved my eyes over the comic book counter to the *Magic* cards, I saw the \$7.99 price tag on the starter decks.

It didn't matter that a couple of guys noticed my interest and told me how great the game was. The price tag was too high, and people's recommendations usually don't carry much weight with me since my second grade teacher told me to try chocolate-covered ants and buttermilk. (Not at the same time, but they were still terrible.)

Then Mike Searle, the evil editor of *InQuest*, taught me how to play. He even gave me my own deck (commons, but still neat). I soon broke through the surface tension of the *Magic* pudding and got stuck. I went from "\$8 is a lot for a deck" to "\$8 is a lot for one card" to "WTB: \$140 for Black Lotus, must be NM—email w/replies" in two months.

Since last fall, *Magic*'s shot out of the back room, single-handedly revitalizing (and overshadowing) the entire fantasy gaming industry. It's a dangerous thing. Devoted players can spend money on the game like rats on cocaine.

Most people, however, have limited budgets, and zero in on the most useful cards. It'd've been better if I'd known beforehand which cards were going to go up in price.

- Hurkyl's Recall, once 50 cents, now sells for around \$4. This low-casting-cost card returns the target player's artifacts to his hand, and can crush artifact-heavy decks.

- Enchantment Alteration, long ignored, is creeping into the \$2 range. Undo your opponent's plans and enhance your permanents with his enchantments!

- Berserk, a game-breaker, has risen from \$8 to \$16 since December. Someone blocked your



■ Ooh! 10/10. Every bit worth the \$8 price tag. And better tasting than chocolate-covered ants and buttermilk.

big creature with a 1/1? Berserk it. Sure, you lose your creature, but surprise, your opponent is dead.

A card's availability has a lot to do with its price: if you can't get a card, it'll be worth more, even when useless.

- Circles of Protection and Prodigal Sorcerers are extremely useful, but not very valuable: there's more out there than unsold cases of Crystal Pepsi.

- The discontinued Word of Command sells for \$37. It lets you look at your opponent's hand and cast one of his instants or sorceries spells with his mana. Sounds neat, but think about it. The best you can hope for is for him to Fireball himself. I think some kid in Kansas got this to work right. Once. However, it's \$37 only because it's impossible to get.

So the overpowering determination of what a card is worth is its availability—but the playing value is what's going to make the dollar value go up.

- Elder Dragons won't appreciate much: they're rare and neat as heck, but they're so difficult to play with that they're stuck at \$25 each.

- The game-breaking Black Lotus may soon reach the \$200 level as easily as the \$100 mark it surpassed only too recently.

These rules are true for other games as well. Why are *Star Trek: The Next Generation Customizable Card Game*'s Data, Picard, and U.S.S. Enterprise cards moving into the \$60-\$80 range? Because when you bring them out, you can complete your missions lickety-split.

(Also, it's great to say, "I'm launching my U.S.S. Enterprise under the command of Captain Jean-Luc Picard! Yee-hah!" Trekkies eat this up, which is one reason *Star Trek* cards are gaining value.)

If you've been eyeing a card you could really use but haven't yet bought it, you may be making a mistake. If it's useful to you, it's probably useful to everyone, and the price may rise out of reach.

Of course, new releases affect the prices of existing cards. Leviathans are stuck at \$8-\$9: the biggest creature in *Magic* costs two islands to untap or attack. But *Ice Age*'s Norritt—a black creature that untaps blue creatures, free in *Wizard: The Guide to Comics* #45—makes the Leviathan easier to use, hence more valuable.

New releases could also hurt the values of existing cards. More on this next issue, when I look at the effect upcoming *Magic* sets like *Ice Age*, *Chronicles*, and the fourth edition of *Magic*'s basic set might have on the market.

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INQUEST

P R I C E G U I D E I N T R O

Repeat after me: The following *InQuest*

game card price guide is as accurate
and up-to-date as we could make it.

Remember, though, that all values listed are only
guides—prices may vary depending upon the
local availability and popularity of a card. Before
you plunge into the price guide, though, there's
some other stuff you should know about it.

CARD SETS

Most card games have been printed in at least two editions. For instance, the very first *Magic: The Gathering* release is called the Alpha edition. It has a black border to indicate that a limited number were printed. The next *Magic* set, the Beta edition, was changed in many ways, but has several cards that are virtually identical to their Alpha predecessors.

But don't be fooled: an Alpha Demonic Hordes is more valuable than a Beta Demonic Hordes in the same condition, which in turn is worth more than a Revised Demonic Hordes. If you're confused about where one of your cards came from, match up the logo on the card with the logo by the name of each set. If there's no logo, look in the basic sets.

CONDITION GUIDE

The prices listed are for cards in Near Mint condition. How can you tell a card's condition, and how can you use this price guide to grade your cards? Glad you asked.

Mint: Perfectimundo! Beautiful! Sort of a card cross between the Taj Mahal and Cindy Crawford. The border is perfectly even all around on both sides. Both faces are perfectly smooth, clean as a whistle and free of printer's marks. The colors are razor-sharp, and all of the original gloss is still there and glossing like good gloss should. Many cards right out of the pack fall short of Mint standards. Remember, no imperfections may be allowed in a Mint card, regardless of its age. Mint cards sell for more than the prices listed in this guide; how much more depends on the availability of the card.

Near Mint: Just a notch or two below perfect. A very small printer's mark is acceptable, or two corners may be very slightly worn. The gloss and color are outstanding. The centering is no worse than 65/35—that is, one border may be 30% bigger than its counterpart. All prices in this guide are for Near Mint cards.

Excellent: Excellent cards may have four slightly worn corners, 85/15 centering, and jagged or roughly cut edges. Excellent specimens may have a printer's mark, poor focus, discoloration or a slight loss of gloss. Excellent cards sell for 50 to 70 percent of price guide listings.

Good: A card that's graded Good isn't really good. Think of it as an ok card—that is not so hot to begin with—that got into a fight on the way home. Good cards sell for 15 to 30 percent of price guide listings.

Fair: Remember what your mother told you about not saying anything at all if you can't say something nice? Well, Fair cards sell for five to 15 percent of price guide listings.

Poor: OK, let's get one thing straight: Poor cards are about as much fun to look at as a sandwich that's been sitting in the refrigerator for three months. Poor cards sell for less than five percent of price guide listings.

RARITY

InQuest is proud to present a no-mess, no-fuss guide to card rarity. Forget about rarity ratings like U3, C1 or R2-D2; in this price guide, cards are either common, uncommon, or rare. Guess what? We've got a real simple abbreviation system for those words—check it out below.

C Common
U Uncommon
R Rare

POWER RATINGS

... The Best. These are cards that should fit nicely into virtually every deck. Creatures with a five-star rating are usually game-breakers; they're the ones that your opponents will pool all of their resources into eliminating. Five-star spells are usually worth adding to a deck even if they are of the wrong color. Cards such as City of Brass, Celestial Prism, and Mana Batteries can be used to produce the appropriate color of mana.

... Excellent. These are cards that go into winning decks. They're not always worth going out of your way to accommodate, but if the color is right, these cards should find a place in most decks.

... Average. These cards generally round out a well-tuned deck. Many cards in this category complement a variety of other cards that may be in your deck. Which cards you use from this category depend largely on what your deck concept is, and on what four- and five-star cards your deck contains.

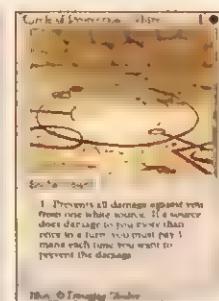
.. POOR. This category includes many common creatures and spells that are often passed over in favor of more powerful cards with similar casting costs. It also includes cards that may seem powerful at first glance, but are actually discarded more often than played.

• THE WORST. There are three basic types of cards in this category. The first are those that can duplicate the abilities of another card, but at a higher casting cost or other demand on the caster. The second includes spells whose uses are very obscure. There may be an average card combination that includes these cards, but they are often too difficult to execute in order to be worth your while. Finally, there are cards that seem to be "fillers." They often leave players wondering if there is a good use for such cards. Usually, there isn't.

-- INAPPLICABLE. These cards are basic resources. You can't win a game playing only these cards, but you can't win without 'em, either.

LEGEND

See bottom of Price Guide page's for a complete listing of the Card Set legend.



■ For an in-depth description of these and a thousand other cards, turn the page to the most complete listings you've ever seen.

MAGIC The Gathering™

ALPHA

Booster Pack	\$90.00
Booster Box	\$3,250.00
Full Alpha Set (295)	\$2,750.00

Name/Description

ARTIFACTS							
Ankh of Mishra	ART	R	••	Amy Weber	2	6.00	
Do 2 damage to any player who puts a new land into play.							
Basalt Monolith	ART	U	•••	Jesper Myrfors	3	2.00	
T: Add 3 to your mana pool. Spend 3 to untap at any time.							
• Black Lotus	ART	R	•••••	Christopher Rush	0	200.00	
T: Discard to add 3 mana of any single color to your mana pool.							
Black Vise	ART	U	••••	Richard Thomas	1	4.00	
Do 1 damage for each card over four opponents has in hand during upkeep.							
Celestial Prism	ART	U	••••	Amy Weber	3	2.00	
2, T: Provides 1 mana of any color (play as an interrupt).							
• Chaos Orb	ART	R	•••••	Mark Tedin	2	90.00	
T: Flip card from height of one foot. If it rotates 360 degrees, any card Chaos Orb lands on or touches is removed from play.							
Clockwork Beast	AC	R	•••	Drew Tucker	6	8.00	
Put 7 +1/+0 counters on Beast when cast. Discard a counter after Beast attacks or blocks. During upkeep, controller may pay 1 and tap Beast to regain a lost counter. Q/4.							
Conservator	ART	U	•••	Amy Weber	4	1.00	
3, T: Negate the loss of up to 2 life.							
Copper Tablet	ART	U	••	Amy Weber	2	10.00	
All players take 1 damage during their upkeep as long as Copper Tablet is in play.							
Crystal Rod	ART	U	••	Amy Weber	1	1.00	
1: Take 1 life for any blue spell cast. Can only give 1 life for each time a blue spell is cast.							
Cyclopean Tomb	ART	R	•••	Anson Maddocks	4	70.00	
2: Turn a land into a basic swamp. If Cyclopean Tomb leaves play, each subsequent turn one land transformed by Cyclopean Tomb returns to normal.							
Dingus Egg	ART	R	••	Don Frazier	4	8.00	
Whenever anyone loses a land, do 2 damage to that player for each lost land. Yikes!							
Disrupting Scepter	ART	R	•••	Don Frazier	3	7.00	
3, T: Opponent must discard 1 card of his choice. Can only be used during turn of controller.							



Would you believe you can summon Johan on the third turn? On your opening turn, play nothing and instead discard your eighth card—Johan or another big bad boy. He's now in your graveyard. After placing a swamp and another land, cast Animate Dead. Presto! Granted, a Disenchant or a Tranquility can take him out, but we wouldn't want to be on the receiving end if the enchantment stays!

Forcefield	ART	R	•••••	Don Frazier	3	100.00
1: An unblocked creature deals only 1 damage. This effect can be used against multiple creatures						
Gauntlet of Might	ART	R	•••••	Christopher Rush	4	110.00
All mountains produce an extra mana. Give all red creatures +1/+1						
Glasses of Urza	ART	U	•••	Douglas Shuler	1	2.00
1: Look at opponent's hand. No, his cards!						
Helmet of Chatukz	ART	R	•••	Mark Tedin	1	5.00
1, T: Give one creature bonding ability until end of turn						
Hive, The	ART	R	•••	Sandra Everingham	5	10.00
5, T: Create a Giant Wasp token, a 1/1 Flying artifact creature						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Howling Mine	ART	R	****	Mark Poole	2	11.00
Everyone must draw an extra card during his or her draw phase.						
Icy Manipulator	ART	U	*****	Douglas Shuler	4	90.00
1, T: Tap one land, creature, or artifact. No effects are generated from the tapped permanent.						
Illusionary Mask	ART	R	***	Amy Weber	2	60.00
X: Summon a creature face down. You may add X mana to the casting to hide the creature's true cost. Once the creature does damage, taps, or takes damage you must flip the creature over.						
Iron Star	ART	U	**	Dan Frazier	1	1.00
1: Take 1 life for any red spell cast. Can only give 1 life for each time a red spell is cast.						
Ivory Cup	ART	U	**	Anson Maddocks	1	1.00
1: Take 1 life for any white spell cast. Can only give 1 life for each time a white spell is cast.						
Jade Monolith	ART	R	**	Anson Maddocks	4	4.00
1: Take all damage done to any creature on yourself instead.						
Jade Statue	ART	U	****	Dan Frazier	4	18.00
2: Make Jade Statue a 3/6 artifact creature that may only attack or block.						
Jayemdae Tome	ART	R	****	Mark Tedin	4	7.00
4, T: Draw 1 extra card.						
Juggernaut	AC	U	****	Don Frazier	4	4.00
Must attack each turn if possible. Can't be blocked by walls.						
Kormus Bell	ART	R	**	Christopher Rush	4	6.00
Treat all swamps in play as 1/1 creatures that can be tapped for B.						
Library of Leng	ART	U	***	Daniel Gelon	1	2.00
Skip your discard phase. If forced to discard, you can choose to discard to the top of your library rather than your graveyard. If discard is random, look at card before deciding where to discard it.						
Living Wall	AC	U	***	Anson Maddocks	4	2.00
Counts as a wall. 1: Regenerates 0/6.						
Mana Vault	ART	R	****	Mark Tedin	1	7.00
1: Add 3 to your mana pool (play as an interrupt). Pay 4 to untap. Does 1 damage to you if it remains tapped during upkeep.						
Meekstone	ART	R	****	Quinton Hoover	1	8.00
Any creature with power greater than 2 may not be untapped as normal during the untap phase.						
• Mox Emerald	ART	R	*****	Don Frazier	0	150.00
T: Add G to your mana pool.						
• Mox Jet	ART	R	*****	Don Frazier	0	150.00
T: Add B to your mana pool.						
• Mox Pearl	ART	R	*****	Don Frazier	0	150.00
T: Add W to your mana pool.						
• Mox Ruby	ART	R	*****	Don Frazier	0	150.00
T: Add R to your mana pool.						
• Mox Sapphire	ART	R	*****	Don Frazier	0	150.00
T: Add U to your mana pool.						
Nevinyrrol's Disk	ART	R	***	Mark Tedin	4	8.00
1: Destroy all creatures, enchantments, and artifacts in play, including Nevinyrrol's Disk. Nevinyrrol's Disk enters play tapped.						
Obsidian Golem	AC	U	***	Jesper Myrfors	6	2.00
4/6						
Rod of Ruin	ART	U	***	Christopher Rush	4	2.00
3, T: Do 1 damage to any target.						
• Sol Ring	ART	U	****	Mark Tedin	1	4.00
T: Add 2 to your mana pool (play as an interrupt).						
Soul Net	ART	U	**	Dameon Willich	1	2.00
1: Take 1 life each time a creature is placed in the graveyard. Can only give 1 life for each time a creature is placed in the graveyard.						
Sunglasses of Urza	ART	R	****	Dan Frazier	3	8.00
Your plains may generate either white or red mana.						
Throne of Bone	ART	U	**	Anson Maddocks	1	1.00
1: Take 1 life each time a black spell is cast. Can only give 1 life for each time a black spell is cast.						
• Time Vault	ART	R	****	Mark Tedin	2	75.00
T: Take on extra turn. Comes into play tapped, and may only be untapped if controller forfeits a turn.						
Winter Orb	ART	R	***	Mark Tedin	2	8.00
Each player may only untap up to 1 land during untap phase.						
Wooden Sphere	ART	U	**	Mark Tedin	1	1.00
1: Take 1 life for any green spell is cast. Can only give 1 life for each time a green spell is cast.						

BLACK

Animate Dead	EC	U	••••	Anson Maddocks	B1	2.00
Bring a creature from any graveyard into play on your side with -1 power.						
Bad Moon	EN	R	•••	Jesper Myrfors	B1	12.00
All block creatures in play get +1/+1.						
Block Knight	SC	U	••••	Jeff A. Menges	BB	4.00
Protection from white, first strike, 2/2.						
Bog Wrath	SC	U	•••	Jeff A. Menges	B3	3.00
Swampwalk, 3/3.						
Contract from Below	SOR	R	••	Douglas Shuler	B	4.00
Discard your hand, draw a new enchant card plus seven cards.						
Cursed Land	EL	U	•••	Jesper Myrfors	BB2	1.00
Do 1 damage to controller of target land during upkeep.						
Dark Ritual	INT	C	•••••	Anson Maddocks	B	1.00
Add BBB to your pool of mana.						
Darkpact	SOR	R	••••	Quinton Hoover	BBB	6.00
Swap your topmost undrawn card with either ante card.						
Deathgrip	EN	U	•••	Anson Maddocks	BB	2.00
BB Counter a green spell (play as an interrupt).						
Deathlace	INT	R	•••	Sandra Everingham	B	5.00
Change the color of one card being played or in play to black.						
Demonic Attorney	SOR	R	••	Daniel Gelon	B	6.00
Unless opponent concedes game, both players must draw an extra ante card.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Demonic Hordes	SC	R	****	Jesper Myrfors	BBB3	12.00	BLUE						
T: Destroy one land. Pay BBB during upkeep or Hordes are tapped and your opponent chooses a land of yours to be destroyed. 5/5.							Air Elemental	SC	U	****	Richard Thomas	UU3	3.00
• Demonic Tutor	SOR	U	*****	Douglas Shuler	B1	5.00	Flying, 4/4.						
Choose one card from your library, then reshuffle your library.							• Ancestral Recall	INS	R	*****	Mark Poole	U	120.00
Drain Life	SOR	C	***	Douglas Shuler	B1X	1.00	Target player must draw 3 cards.						
Do 1 damage to any target for each B spent above casting cost. Take 1 life for each damage inflicted. You cannot gain more life from a creature than its current toughness.							Animate Artifact	EA	U	***	Douglas Shuler	U3	2.00
Drudge Skeletons	SC	C	****	Sandra Everingham	B1	1.00	Does not affect artifact creatures. Target artifact becomes artifact creature with power and toughness equaling its casting cost; target retains original abilities.						
B: Regenerates. 1/1.							Blue Elemental Blast	INT	C	***	Richard Thomas	U	1.00
Evil Presence	EL	U	***	Sandra Everingham	B	2.00	Counter a red spell being cast or destroys a red card in play.						
Target land is now a basic swamp.							• Brainseyer	SOR	R	*****	Mark Tedin	UUX	10.00
Fear	EC	C	****	Mark Poole	BB	1.00	Target player must draw X cards.						
Only block or artifact creatures may block target creature.													
Frozen Shade	SC	C	***	Douglas Shuler	B2	1.00							
B: +1/+1 until end of turn. 1/1.													
Gloom	EN	U	****	Dan Frazier	B2	2.00							
0/1. White spells and white enchantment activation costs now require 3 extra mana.													
Howl From Beyond	INS	C	****	Mark Poole	BX	1.00							
Target creature gains +X/+0 until end of turn.													
Hypnotic Specter	SC	U	****	Douglas Shuler	BB1	5.00							
Flying. Opponent damaged by Specter must randomly discard a card from hand. 2/2.													
Lich	EN	R	**	Daniel Gelon	BBBB	75.00							
Sacrifice all your life. For each point of damage you subsequently suffer, remove one permanent in play. For every point you gain, draw a card. You lose when you run out of cards in play or when Lich leaves play.													
Lord of the Pit	SC	R	***	Mark Tedin	BBB4	16.00							
Flying, trample. During upkeep, sacrifice a creature other than Lord of the Pit or Lord of the Pit does 7 damage to you. 7/7.													
• Mind Twist	SOR	R	*****	Julie Baroh	BX	10.00							
Opponent must randomly discard X cards from hand. All cards in hand should be discarded if they number less than X.													
Nether Shadow	SC	R	***	Christopher Rush	BB	7.00							
If three creatures are above Nether Shadow in graveyard, it can return to play during controller's upkeep. Shadow can attack the same turn as it enters or re-enters play. 1/1													
Netting Imp	SC	U	***	Quinton Hoover	B2	4.00							
T: Opponent's target non-wall creature must attack or die at end of turn. Play during opponent's turn before his or her attack. 1/1													
Nightmare	SC	R	*****	Melissa Benson	B5	19.00							
Flying. Power and toughness equal number of swamps controller has in play. */*.													
Paralyze	EC	C	***	Anson Maddocks	B	1.00							
Target creature doesn't untap as normal. Creature's controller may spend 4 to untap during upkeep. Tap target creature when Paralyze is cast.													
Pestilence	EN	C	****	Jesper Myrfors	B	1.00							
B: Do 1 damage to each creature and all players. Discard Pestilence if there are no creatures in play at the end of any turn.													
Plague Rats	SC	C	**	Anson Maddocks	B2	1.00							
Power and toughness equal number of Plague Rats in play. */*.													
Raise Dead	SOR	C	***	Jeff A. Menges	B	1.00							
Bring a creature from your graveyard into your hand.													
Royal Assassin	SC	R	****	Tom Wörnerstrand	BB1	21.00							
T: Destroy any tapped creature. Hey, TV's the subject of an IQ #1 feature! 1/1.													
Sacrifice	INT	U	*	Dan Frazier	B	2.00							
Sacrifice creature to add to your mana pool block mana equal to that creature's casting cost													
Scarthe Zombies	SC	C	**	Jesper Myrfors	B2	1.00							
2/2.													
Scavenging Ghoul	SC	U	***	Jeff A. Menges	B3	2.00							
At the end of turn, add a counter for each other creature placed in the graveyard that turn. Use a counter to regenerate Ghoul. 2/2.													
Sentry Vampire	SC	U	****	Anson Maddocks	BB3	7.00							
Flying. Gets +1/+1 counter if a creature dies in turn Vampire damaged it. 4/4													
Simulacrum	INS	U	****	Mark Poole	B1	2.00							
Retroactively divert all damage done to you this turn to one of your creatures.													
Sinkhole	SOR	C	***	Sandra Everingham	BB	12.00							
Destroy a land.													
Terror	INS	C	****	Ron Spencer	B1	1.00							
Bury target creature. Cannot target block or artifact creatures.													
Unholy Strength	EC	C	***	Douglas Shuler	B	1.00							
Target creature gains +2/+1.													
Wall of Bone	SC	U	**	Anson Maddocks	B2	1.00							
B: Regenerates. 1/4.													
Warp Artifact	EA	R	***	Amy Weber	BB	6.00							
Do 1 damage to target artifact's controller during upkeep.													
Weakness	EC	C	****	Douglas Shuler	B	1.00							
Target creature loses -2/-1.													
Will-O'-The-Wisp	SC	R	*****	Jesper Myrfors	B	12.00							
Flying. B: Regenerates. 0/1.													
Word of Command	INS	R	*	Jesper Myrfors	BB	75.00							
Examine opponent's hand. Play a sorcery or instant of your choosing from opponent's own cards in hand if you may do so legally using his or her available mana.													
Zombie Master	SC	R	**	Jeff A. Menges	BB1	9.00							
All zombies in play gain swampwalk and may regenerate for B as long as Zombie Master remains in play. 2/3.													



Remember, if you already have a Doppelganger in play when you summon a Clone, it's often best to clone the Doppelganger. This way you have two Vesuvians, which can later adapt to whatever new creatures spring into play. Another safety tip: your new Doppelganger should usually mimic the creature with the highest toughness—it can only defend on that turn, anyway.

Clone	SC	U	****	Julie Baroh	U3	5.00
Clone acquires all characteristics, including color, of target creature in play. Clone retains these characteristics even if target creature is destroyed. */*						
Control Magic	EC	U	*****	Dameon Willich	UU2	5.00
Control target creature until enchantment is discarded or game ends.						
• Copy Artifact	EN	R	***	Amy Weber	U1	9.00
Duplicate any artifact in play. Treat duplicate as both enchantment and artifact.						
Counterspell	INT	U	****	Mark Poole	UU	6.00
Counter target spell as it is being cast.						
Creature Bond	EC	C	**	Anson Maddocks	U1	1.00
If target creature goes to the graveyard, do damage equal to creature's toughness to creature's controller.						
Drain Power	SOR	R	****	Douglas Shuler	UU	9.00
Opponent must draw all mana from available lands. All mana in opponent's mana pool becomes yours.						
Feedback	EE	U	**	Quinton Hoover	U2	1.00
Do 1 damage to controller of target enchantment during upkeep.						
Flight	EC	C	****	Anson Maddocks	U	1.00
Target creature now has flying.						
Invisibility	EC	C	****	Anson Maddocks	UU	10.00
Target creature may only be blocked by walls.						
Jump	INS	C	**	Mark Poole	U	1.00
Target creature has flying until end of turn.						
Lifelink	EN	U	****	Anson Maddocks	UU	2.00
Gain 1 life whenever opponent taps a forest.						
Lord of Atlantis	SC	R	***	Melissa Benson	UU	13.00
While Lord of Atlantis is in play, all Merfolk in play gain islandwalk and +1/+1 2/2.						
Magical Hack	INT	R	*****	Julie Baroh	U	11.00
Change the text of a card being played or in play by switching one basic land type with another.						
Mahamoti Djinn	SC	R	*****	Dan Frazier	UB4	15.00
Flying. 5/6.						
Mana Short	INS	R	****	Dameon Willich	U2	9.00
All opponent's lands are tapped; opponent's mana pool is emptied. Opponent is not damaged by unspent mana.						
Merfolk of the Pearl Trident	SC	C	**	Jeff A. Menges	U	1.00
1/1.						
Phantasmal Forces	SC	U	**	Mark Poole	U3	2.00
Flying. Pay U during upkeep or card is destroyed. 4/4						
Phantasmal Terrain	EL	C	****	Dameon Willich	UU	1.00
Target land switches to any basic land type chosen by caster.						
Phantom Monster	SC	U	****	Jesper Myrfors	U3	2.00
Flying. 3/3.						

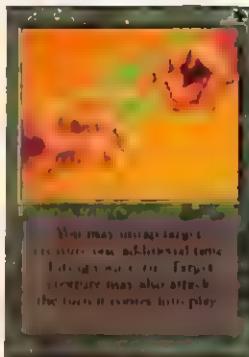
• • Restricted/Banned	ART	Artifact	EA	Enchant Artifact	EE	Enchant Creature	EN	Enchant Land	EW	Enchant World	INT	Interrupt Land	SC	Sorcery
AC														

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Pirate Ship	SC	R	****	Tom Wenerstrand	U4	9.00
T: Do 1 damage to any target. Cannot attack unless opponent has islands in play. Destroyed immediately if controller has no islands in play. 4/3.						
Power Leak	EE	C	**	Drew Tucker	U1	1.00
Target enchantments require 2 during upkeep. Power Leak does 1 damage to target enchantment's controller for each unpaid mana.						
Power Sink	INT	C	****	Richard Thomas	UX	1.00
Counter target spell unless its coster spends X more mana. Target spell's coster must spend all available mana from lands and mana pool until X is met.						
Prodigal Sorcerer	SC	C	****	Douglas Shuler	U2	1.00
T: Do 1 damage to any target. 1/1.						
Psionic Blast	INS	U	****	Douglas Shuler	U2	15.00
Do 4 damage to any target and 2 damage to you.						
Psychic Venom	EL	C	**	Brian Snoddy	U1	1.00
Do 2 damage to target land's controller whenever target land is tapped.						
Sea Serpent	SC	C	**	Jeff A. Menges	U5	1.00
Cannot attack unless opponent has islands in play. Bury it immediately if controller has no islands in play. 5/5.						
Siren's Call	INS	U	***	Anson Maddocks	U	3.00
All of opponent's creatures that can attack must do so or die at end of turn. Siren's Call can only be played on opponent's turn before his or her attack. Just-summoned creatures are not affected by Siren's Call.						
Sleight of Mind	INT	R	****	Mark Poole	U	11.00
Change the text of a card being played or in play by switching one color word with another.						
Spell Blast	INT	C	****	Brian Snoddy	UX	1.00
Counter target spell; X is casting cost of target spell.						
Stasis	EN	R	***	Fay Jones	U1	9.00
Cards do not untap as normal. Pay U during upkeep or Stasis is destroyed; cards still don't untap until next untap phase.						
Steal Artifact	EA	U	***	Amy Weber	UU2	2.00
Take control of target artifact.						
Thoughtlace	INT	R	***	Mark Poole	U	5.00
Change the color of a card being played or already in play to blue.						
• Time Walk	SOR	R	****	Amy Weber	U1	15.00
Take an extra turn immediately after the end of the one in which you cast Time Walk.						
• Timewister	SOR	R	****	Mark Tedin	U2	105.00
Put Time Twister in a new graveyard. Shuffle your hand, library, and graveyard together and draw 7 cards.						
Twiddle	INS	C	****	Rob Alexander	U	11.00
Tap or untap any single land, creature, or artifact in play. This does not generate an effect from the target card.						
Unsummon	INS	C	***	Douglas Shuler	U	1.00
Return target creature to the hand of its owner. Discard enchantments on creature.						
Vesuvan Doppelganger	SC	R	****	Quinton Hoover	UU3	17.00
Duplicates all characteristics except color of any one creature in play. May duplicate a different creature during upkeep phase. */*						
Volcanic Eruption	SOR	R	***	Douglas Shuler	UUUX	7.00
Destroy X mountains of your choice and do 1 damage to each player and creature in play for each mountain destroyed.						
Wall of Air	SC	U	***	Richard Thomas	UU1	2.00
Flying. 1/5.						
Wall of Water	SC	U	**	Richard Thomas	UU1	1.00
U: +1/+0. 0/5.						
Water Elemental	SC	U	**	Jeff A. Menges	UU3	3.00
5/4.						

GREEN

Aspect of Wolf	EC	R	****	Jeff A. Menges	G1	10.00
Increase target creature's power and toughness by half the number of forests controller has in play.						
• Berserk	INS	U	****	Dan Frazier	G	32.00
Double target creature's power and give it trampling ability until end of turn. If attacking, destroy target creature at end of turn.						
Birds of Paradise	SC	R	****	Mark Poole	G	13.00
Flying. T: Add one mana of any color to your mana pool. 0/1.						
Camouflage	INS	U	***	Jesper Myrfors	G	12.00
Place your attacking creatures face down and rearrange them. Reveal them only after defense is chosen. Ignore illegal blocks.						
• Channel	SOR	U	**	Richard Thomas	GG	2.00
Add 1 colorless mana to your pool for each life point you sacrifice.						
Cockatrice	SC	R	****	Dan Frazier	GG3	11.00
Flying. Any non-wall creature blocking or blocked by Cockatrice is destroyed. 2/4.						
Crow Wurm	SC	C	**	Daniel Gelon	GG4	1.00
6/4.						
Elvish Archers	SC	R	**	Anson Maddocks	G1	8.00
First strike. Misprint: Alpha version listed power and toughness as 1/2. 2/1.						
Fastbond	EN	R	**	Mark Poole	G	7.00
Put as many lands in play as you like. Does 1 damage to you for each land beyond the first you play in one turn.						
Fog	INS	C	**	Jesper Myrfors	G	1.00
Creatures do not affect one another in combat.						
Force of Nature	SC	R	****	Douglas Shuler	GGGG2	16.00
Trompe. Pay GGGG during upkeep or Force of Nature does 8 damage to you. 8/8.						
Fungusaur	SC	R	***	Daniel Gelon	G3	9.00
Gets a +1/+1 counter after any turn when Fungusaur has been damaged but not destroyed. 2/2.						
Gaea's Liege	SC	R	****	Dameon Willich	GG63	13.00
T: Turn any land into a basic forest. All target lands return to normal when Gaea's Liege leaves play. Power and toughness equal number of forest controller has in play; when attacking, power and toughness equal number of forests defending opponent has in play. */*.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Giant Growth	INS	C	****	Sandra Everingham	G	1.00
Target creature gets +3/+3 until end of turn.						
Giant Spider	SC	C	****	Sandra Everingham	G3	1.00
Doesn't fly, but can block flying creatures. 2/4.						
Grizzly Bears	SC	C	***	Jeff A. Menges	G1	1.00
2/2.						
Hurricane	SOR	U	****	Dameon Willich	GX	2.00
Do X damage to all players and flying creatures.						



Once, twice, three times untapped! Cast Instill Energy on a Prodigal Sorcerer for two pings and use Norritt for a third to kill Juggernaut and other "not-so-tough-now-huh?" creatures. Instill Energy on a Norritt can be formidable as well.

Ice Storm	SOR	U	***	Dan Frazier	G2	20.00
Destroy any one land.						
Instill Energy	EC	U	****	Dameon Willich	G	2.00
Untap target creature one extra time per turn; target may attack when it comes into play.						
Ironroot Treefolk	SC	C	***	Jesper Myrfors	G4	1.00
3/5.						
Kudzu	EL	R	*	Mark Poole	GG1	6.00
When target land is tapped, it is destroyed. Unless that was the last land in play, the player who just lost a land to Kudzu must place it on any other land in play. Kudzu is discarded when all lands in play are discarded.						
Ley Druid	SC	U	***	Sandra Everingham	G2	2.00
T: Untap a land of your choice (play as an interrupt). 1/1.						
Lifeforce	EN	U	****	Dameon Willich	GG	2.00
GG: Counter a block spell as it is being cast (play as an interrupt).						
Lifeleaf	INT	R	*	Amy Weber	G	5.00
Changes the color of one card in play to green.						
Living Artifact	EA	R	***	Anson Maddocks	G	7.00
Put 1 counter on target artifact per life you lose. During upkeep, you may trade one and only one counter for 1 life.						
Living Lands	EN	R	**	Jesper Myrfors	G3	7.00
Treat all forests in play as 1/1 creatures that can be tapped for G.						
Lionwing Elves	SC	C	****	Anson Maddocks	G	1.00
T: Add G to your mana pool. Played as an interrupt. 1/1.						
Lure	EC	U	****	Anson Maddocks	GG1	2.00
All creatures that can block target creature must do so.						
Natural Selection	INS	R	*	Mark Poole	G	50.00
Look at the top 3 cards of any library. You may then shuffle that library.						
Regeneration	EC	C	****	Quinton Hoover	G1	1.00
G: Target creature regenerates.						
• Regrowth	SOR	U	****	Dameon Willich	G1	4.00
Bring a card from your graveyard into your hand.						
Scrib Sprites	SC	C	***	Amy Weber	G	1.00
Flying. 1/1.						
Shanodin Dryads	SC	C	****	Anson Maddocks	G	1.00
Forestwalk. 1/1.						
Stream of Life	SOR	C	****	Mark Poole	GX	1.00
Target player gains X life.						
Thicket Basilisk	SC	U	****	Dan Frazier	GG3	5.00
Any non-wall creature blocking or blocked by Basilisk is destroyed. 2/4.						
Timber Wolves	SC	R	***	Melissa Benson	G	8.00
Bonds. 1/1.						
Tranquility	SOR	C	****	Douglas Shuler	G2	1.00
Discard all enchantments in play.						
Tsunami	SOR	U	**	Richard Thomas	G3	2.00
Destroy all islands in play.						
Verdurian Enchantress	SC	R	**	Kev Brockschmidt	G1	9.00
Draw a card each time you cast an enchantment. 0/2.						
Wall of Brambles	SC	U	***	Anson Maddocks	G2	2.00
G: Regenerates. 2/3.						
Wall of Ice	SC	U	***	Richard Thomas	G2	2.00
0/7.						
Wall of Wood	SC	C	**	Mark Tedin	G	1.00
0/3						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Wanderlust	EC	U	***	Cornelius Brudi	G2	2.00	Mona Flare	EN	R	****	Christopher Rush	R2	11.00
Do 1 damage to controller of target creature during upkeep.							Each land produces an extra mana of its normal type whenever it is tapped for mana.						
War Mammoth	SC	C	****	Jeff A. Menges	G3	1.00	Manabards	EN	R	**	Christopher Rush	R3	7.00
Trample, 3/3.							Do 1 damage to controller whenever he or she draws mana from any land.						
Web	EC	R	****	Rob Alexander	G	7.00	Mons's Goblin Raiders	SC	C	*	Jeff A. Menges	R	1.00
Target creature gains +0/+2 and may block flying creatures.							1/1.						
Wild Growth	EL	C	**	Mark Poole	G	1.00	Orcish Artillery	SC	U	***	Anson Maddocks	RR1	4.00
Whenever target land is tapped for mana, Wild Growth provides an extra G.							T: Does 2 damage to any target and 3 damage to you. Misprint: Alpha version lists casting cost as R1. 1/3.						
RED													
Burrowing	EC	C	***	Mark Poole	R	2.00	Orcish Oriflamme	EN	U	***	Dan Frazier	R1	5.00
Target creature gains mountainwalk.							All of your attacking creatures gain +1/+0 during your attack. Misprint: Alpha version lists casting cost as R1.						
Chaoslace	INT	R	***	Dameon Willich	R	5.00	Power Surge	EN	R	*****	Douglas Shuler	RR	7.00
Changes the color of a card being played or in play to red.							Before upkeep phase, player must count untapped lands. During upkeep phase, player takes 1 damage for each untapped land.						
Disintegrate	SOR	C	****	Anson Maddocks	RX	1.00	Raging River	EN	R	***	Sandra Everingham	RR	64.00
Do X damage to a target. If target dies this turn, it is removed from game.							When attacking, divide opponent's ground creatures on either side of Raging River. Attacker can then choose on which side of River to place each attacking creature, and attacking creatures can only be blocked by Flying creatures or those on the same side of River.						
Dragon Whelp	SC	U	****	Amy Weber	RR2	5.00	Red Elemental Blast	INT	C	*****	Richard Thomas	R	1.00
Flying, R: +1/+0; if more than RRR is spent this way in one turn, Dragon Whelp dies at end of turn, 2/3.							Counter a blue spell being cast or destroy a blue card in play. Misprint: Alpha version listed type as instant.						
Dwarven Demolition Team	SC	U	***	Kev Brockschmidt	R2	10.00	Roc of Kher Ridges	SC	R	***	Andi Rusu	R3	8.00
T: Destroy a wall.							Flying, 3/3.						
Dwarven Warriors	SC	C	*****	Douglas Shuler	R2	1.00	Rock Hydra	SC	R	***	Jeff A. Menges	RRX	13.00
T: A creature of power no greater than 2 becomes unblockable until end of turn. 1/1.							Put X +1/+1 head counters on Hydra. Each point of damage to Hydra destroys one counter unless controller spends R per head. During upkeep, new heads may be grown for RRR apiece, 0/0.						
Earth Elemental	SC	U	***	Dan Frazier	RR3	3.00	Sedge Troll	SC	R	***	Dan Frazier	R2	8.00
4/5.							8. Regenerates. When controller has swamps in play, Sedge Troll gains +1/+1. 2/2.						
Earthbind	EC	C	***	Quinton Hoover	R	1.00	Shatter	INS	C	***	Amy Weber	R1	1.00
Do 2 damage to and removes flying ability from target creature. Does not affect non-flying creatures.							Destroy target artifact.						
Earthquake	SOR	R	***	Dan Frazier	RX	8.00	Shivan Dragon	SC	R	*****	Melissa Benson	RR4	28.00
Do X damage to all players and non-flying creatures in play.							Flying, R: +1/+0. 5/5.						
False Orders	INS	C	****	Anson Maddocks	R	8.00	Smoke	EN	R	**	Jesper Myrfors	RR	7.00
Choose if and how one defending creature blocks. The block, if any, must be legal. Play after defense is chosen but before damage is dealt.							Each player may only untap one creature during untap phase.						
Fire Elemental	SC	U	***	Melissa Benson	RR3	3.00	Stone Giant	SC	U	***	Dameon Willich	RR2	2.00
5/4.							T: Give one of your creatures with power less than Stone Giant's toughness flying until end of turn. Target creature, which can increase its power after it gains flying ability, is killed at end of turn. 3/4						
Fireball	SOR	C	****	Mark Tedin	RX	1.00	Stone Rain	SOR	C	***	Daniel Galon	R2	1.00
Do X damage, divided evenly among any number of targets (round down). Pay 1 for each target beyond the first.							Destroy any one land.						
Firebreathing	EC	C	****	Dan Frazier	R	1.00	Tunnel	SOR	U	**	Dan Frazier	R	1.00
R: +1/+0.							Bury one wall.						
Fleshfires	SOR	U	****	Dameon Willich	R3	2.00	Two-Headed Giant of Fony	SC	R	****	Anson Maddocks	R4	65.00
Destroy oil plains in play.							Trample. May block two creatures in combat. 4/4						
Fork	INT	R	*****	Amy Weber	RR	20.00	Uthden Troll	SC	U	****	Douglas Shuler	R2	4.00
Duplicate a sorcery or instant just cast. Fork's color remains red and Fork's caster may choose its target.							R: Regenerates. 2/2.						
Goblin Balloon Brigade	SC	U	***	Andi Rusu	R	2.00	Wall of Fire	SC	U	***	Richard Thomas	RR1	2.00
R: Gains flying until end of turn. 1/1.							R: +1/+0. 0/5.						



Unless you're playing a direct-damage deck, hold your Lightning Bolts for creatures. By eliminating a 3/3 War Mammoth or 2/2 Hypnotic Specter, you're probably saving yourself multiple hits. On offense, take out your opponent's creatures before your attack so you can do the most damage.

Goblin King	SC	R	***	Jesper Myrfors	RR1	15.00
While Goblin King is in play, all Goblins acquire mountainwalk and +1/+1. 2/2.						
Granite Gargoyle	SC	R	***	Christopher Rush	R2	9.00
Flying, R: +0/+1. 2/2.						
Gray Ogre	SC	C	**	Dan Frazier	R2	1.00
2/2.						
Hill Giant	SC	C	**	Dan Frazier	R3	1.00
3/3.						
Hurloon Minotaur	SC	C	**	Anson Maddocks	RR1	1.00
2/3.						
Ironclaw Orcs	SC	C	*	Anson Maddocks	R1	6.00
May only block creatures of power equaling 1 or less. 2/2.						
Kaldon Warlord	SC	U	***	Kev Brockschmidt	RR2	5.00
Power and toughness equal number of non-wall creatures in play on your side, including Warlord.						
Lightning Bolt	INS	C	*****	Christopher Rush	R	1.00
Do 3 damage to one target.						

Animate Wall	EC	R	**	Dan Frazier	W	6.00
Target wall may now attack.						
Armageddon	SOR	R	*****	Jesper Myrfors	W1	9.00
Destroy all lands in play.						
Balance	SOR	R	*****	Mark Poole	W1	9.00
All players must discard enough lands, cards in hand, and creatures so that everyone has the same number as the player with the lowest number of lands, cards in hand, and creatures, respectively.						
Bendish Hero	SC	C	***	Douglas Shuler	W	1.00
Bands, 1/1.						
Black Ward	EC	U	****	Dan Frazier	W	1.00
Target creature gains protection from block.						
Blaze of Glory	INS	R	***	Richard Thomas	W	57.00
Target creature must block all creature that it is legally eligible to block. Blocker's controller chooses how to distribute damage. Play before defense is chosen.						
Blessing	EC	R	****	Julie Boroh	WW	10.00
W: +1/+1.						
Blue Word	EC	U	***	Dan Frazier	W	1.00
Target creature gains protection from blue.						
Castle	EN	U	***	Dameon Willich	W3	4.00
Your untapped creatures gain +0/+2. Attacking creatures don't get this bonus.						
Circle of Protection: Blue	EN	C	***	Dameon Willich	W1	1.00
1. Prevent all damage to you from one blue source.						
Circle of Protection: Green	EN	C	***	Sandra Everingham	W1	1.00
1. Prevent all damage to you from one green source.						
Circle of Protection: Red	EN	C	****	Mark Tedin	W1	1.00
1. Prevent all damage to you from one red source.						
Circle of Protection: White	EN	C	***	Douglas Shuler	W1	1.00
1. Prevent all damage to you from one white source.						
Consecrate Land	EL	U	****	Jeff A. Menges	W	16.00
Target land is immune from all effects that would destroy it.						

• • Restricted/Banned	ART	Artifact	EE	Enchant Creature	EL	Enchant Land	EW	Enchant Work	INT	Interrupt	SC	Summon Creature
AC	EA	Enchant Artifact	EE	Enchant Enchantment	EL	EN	INS	Instant	INT	Land	SC	SOR

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Conversion	EN	U	****	Jesper Myrfors	WW2	4.00	Wolf of Swords	SC	U	****	Mark Tedin	W3	4.00
All mountains are considered basic plains. Pay WW during upkeep or discard Conversion.							Flying, 3/5.						
Crusade	EN	R	****	Mark Poole	WW	11.00	White Knight	SC	U	****	Daniel Gelon	WW	4.00
All white creatures gain +1/+1.							Protection from black, first strike, 2/2.						
Death Ward	INS	C	****	Mark Poole	W	1.00	White Ward	EC	U	***	Dan Frazier	W	1.00
Regenerates target creature.							Target creature gains protection from white.						
Disenchant	INS	C	*****	Amy Weber	W1	1.00	Wrath of God	INS	R	****	Quinton Hoover	WW2	10.00
Destroys target enchantment or artifact.							Bury all creatures in play.						
Farmstead	EL	R	*	Mark Poole	WWW	7.00							
Target land's controller gains 1 life but no more if WW is spent during controller's upkeep.													
Green Ward	EC	U	***	Dan Frazier	W	1.00							
Target creature gains protection from green.													
Guardian Angel	INS	C	***	Anson Maddocks	WX	1.00							
Negates X damage dealt to a target. Psst: put this card next to Paralyze.													
Healing Salve	INS	C	***	Dan Frazier	W	1.00							
Gain 3 life, or negate up to 3 damage dealt to a target.													



The Personal Incarnation is great, but if it dies—ouch, you lose half your life! The catch: Personal Incarnation has to go to the graveyard to hurt you. When something kills your big guy, take him out of the game with Swords to Plowshares. The Incarnation doesn't head to the graveyard (he takes up farming!), you don't lose half your life, and you do gain the Incarnation's current power in life!

Holy Armor	EC	C	***	Melissa Benson	W	1.00
Target creature gains +0/+2. W: +0/+1.						
Holy Strength	EC	C	***	Anson Maddocks	W	1.00
Target creature gains +1/+2.						
Island Sanctuary	EN	R	**	Mark Poole	W1	8.00
If you don't draw a card, only flying or islandwalking creatures may attack you until your next turn.						
Karma	EN	U	*****	Richard Thomas	WW2	2.00
Do 1 point of damage to a player for each swamp he or she has in play during his or her upkeep.						
Lance	EC	U	**	Rob Alexander	W	3.00
Target creature gains first strike.						
Mesa Pegasus	SC	C	****	Melissa Benson	W1	1.00
Flying, bonds, 1/1.						
Northern Paladin	SC	R	****	Douglas Shuler	WW2	14.00
WW, R: Destroy a block card in play, 3/3.						
Pearled Unicorn	SC	C	**	Cornelius Brudi	W2	1.00
2/2						
Personal Incarnation	SC	R	***	Kev Brockschmidt	WWW3	12.00
If desired, redirect any or all damage suffered by Personal Incarnation to controller instead. If Personal Incarnation is sent to graveyard, its owner loses half of his or her remaining life (round up the loss). 6/6.						
Purelace	INT	R	***	Sandra Everingham	W	5.00
Changes the color of one card being played or in play to white.						
Red Wand	EC	U	*****	Dan Frazier	W	1.00
Target creature gains protection from red.						
Resurrection	SOR	U	*****	Dameon Willich	WW2	2.00
Take a creature from your graveyard and put it directly into play as if just summoned.						
Reverse Damage	INS	R	*****	Dameon Willich	WW1	10.00
All damage you have taken from any one source is added to, not subtracted from, your life total.						
Righteousness	INS	R	****	Douglas Shuler	W	10.00
Target defending creature gets +7/+7 until end of turn.						
Saints Healer	SC	C	***	Tom Winerstrand	W1	1.00
T: Prevent 1 damage to any target, 1/1.						
Savannah Lions	SC	R	***	Daniel Gelon	W	8.00
2/1.						
Serra Angel	SC	U	*****	Douglas Shuler	WW3	10.00
Flying. Does not tap to attack, 4/4.						
Swords to Plowshares	INS	U	*****	Jeff A. Menges	W	3.00
Remove target creature from game. Creature's controller gains life points equal to its power.						
Veteran Bodyguard	SC	R	***	Douglas Shuler	WW3	13.00
Damage done to you by unblocked creatures is instead done to Bodyguard unless Bodyguard is tapped. 2/5						

LANDS

Badlands	LAN	R	****	Rob Alexander	12.00
T: Add either R or 8 to your mana pool. Treat as both a Mountain and a Swamp.					
Bayou	LAN	R	****	Jesper Myrfors	12.00
T: Add either B or G to your mana pool. Treat as both a Swamp and a Forest.					
Forest	LAN	C	—	Christopher Rush	0.50
T: Add G to your mana pool. Two Alpha versions, three versions in other sets.					
Island	LAN	R	—	Mark Poole	0.70
T: Add U to your mana pool. Four versions.					
Island	LAN	C	—	Mark Poole	0.50
T: Add U to your mana pool. Two Alpha versions, three versions in other sets.					
Mountain	LAN	C	—	Douglas Shuler	0.50
T: Add R to your mana pool. Two Alpha versions, three versions in other sets.					
Plains	LAN	C	—	Jesper Myrfors	0.50
T: Add W to your mana pool. Two Alpha versions, three versions in other sets.					
Plateau	LAN	R	****	Drew Tucker	14.00
T: Add either R or W to your mana pool. Treat as both a Mountain and a Plains.					
Savannah	LAN	R	****	Rob Alexander	12.00
T: Add either W or G to your mana pool. Treat as both a Plains and a Forest.					
Scrubland	LAN	R	****	Jesper Myrfors	12.00
T: Add either W or B to your mana pool. Treat as both a Plains and a Swamp.					
Swamp	LAN	C	—	Dan Frazier	0.50
T: Add B to your mana pool. Two Alpha versions, three versions in other sets.					
Taiga	LAN	R	****	Rob Alexander	12.00
T: Add either G or R to your mana pool. Treat as both a Forest and a Mountain.					
Tropical Island	LAN	R	****	Jesper Myrfors	12.00
T: Add either G or U to your mana pool. Treat as both a Forest and an Island.					
Tundra	LAN	R	****	Jesper Myrfors	12.00
T: Add either U or W to your mana pool. Treat as both an Island and a Plains.					
Underground Sea	LAN	R	****	Rob Alexander	12.00
T: Add either B or U to your mana pool. Treat as both a Swamp and an Island.					

BETA

Booster Pack	\$60.00
Booster Box	\$2,200.00
Full Beta Set (302)	\$2,000.00

ARTIFACTS

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Ankh of Mishra	ART	R	**	Amy Weber	2	ALPHA	5.00
Basalt Monolith	ART	U	***	Jesper Myrfors	3	ALPHA	1.50
• Black Lotus	ART	R	*****	Christopher Rush	0	ALPHA	175.00
Black Visa	ART	U	****	Richard Thomas	1	ALPHA	3.50
Celestial Prism	ART	U	****	Amy Weber	3	ALPHA	1.50
• Chaos Orb	ART	R	***	Mark Tedin	2	ALPHA	79.00
Clockwork Beast	AC	U	***	Drew Tucker	6	ALPHA	6.50
Conservator	ART	U	***	Amy Weber	4	ALPHA	1.00
Copper Tablet	ART	U	**	Amy Weber	2	ALPHA	8.00
Crystal Rod	ART	U	**	Amy Weber	1	ALPHA	1.00
Cyclopean Tomb	ART	U	***	Anson Maddocks	4	ALPHA	60.00
Dingus Egg	ART	R	**	Dan Frazier	4	ALPHA	6.50
Disrupting Scepter	ART	R	***	Dan Frazier	3	ALPHA	5.50
Forcefield	ART	R	*****	Dan Frazier	3	ALPHA	80.00
Gauntlet of Might	ART	R	*****	Christopher Rush	4	ALPHA	85.00
Glasses of Urza	ART	U	***	Douglas Shuler	1	ALPHA	1.50
Heilm of Chozuk	ART	U	**	Mark Tedin	1	ALPHA	3.50
Hive, The	ART	U	***	Sandra Everingham	5	ALPHA	8.00
Howling Mine	ART	U	***	Mark Poole	2	ALPHA	9.00
Icy Manipulator	ART	U	*****	Douglas Shuler	4	ALPHA	70.00
Illusionary Mask	ART	U	**	Amy Weber	2	ALPHA	45.00
Iron Star	ART	U	**	Dan Frazier	1	ALPHA	1.00
Ivory Cup	ART	U	**	Anson Maddocks	1	ALPHA	1.00
Jade Monolith	ART	U	**	Anson Maddocks	4	ALPHA	3.50
Jade Statue	ART	U	*****	Dan Frazier	4	ALPHA	14.00
Jayemdae Tome	ART	R	***	Mark Tedin	4	ALPHA	5.50
Juggernaut	AC	U	*****	Dan Frazier	4	ALPHA	3.50
Kormus Bell	ART	U	**	Christopher Rush	4	ALPHA	4.50
Library of Leng	ART	U	**	Daniel Gelon	1	ALPHA	1.50
Living Wall	AC	U	***	Anson Maddocks	4	ALPHA	1.50
Mana Vault	ART	R	***	Mark Tedin	1	ALPHA	5.00
Meekstone	ART	U	***	Quinton Hoover	1	ALPHA	6.00
• Max Emerald	ART	R	*****	Dan Frazier	0	ALPHA	110.00
• Max Jet	ART	R	*****	Dan Frazier	0	ALPHA	110.00
• Max Pearl	ART	R	*****	Dan Frazier	0	ALPHA	110.00
• Max Ruby	ART	R	*****	Dan Frazier	0	ALPHA	110.00
• Max Sapphire	ART	R	*****	Dan Frazier	0	ALPHA	110.00
Nevinymiral's Disk	ART	R	***	Mark Tedin	4	ALPHA	6.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price							
Obsidian Golem	AC	U	•••	Jesper Myrfors	6	ALPHA	1.50	Power Sink	INT	C	•••••	Richard Thomas	UX	ALPHA	1.00							
Rod of Ruin	ART	U	•••	Christopher Rush	4	ALPHA	1.50	Prodigal Sorcerer	SC	C	•••••	Douglas Shuler	U2	ALPHA	1.00							
• Sol Ring	ART	U	•••••	Mark Tedin	1	ALPHA	3.50	Psionic Blast	INS	C	•••••	Douglas Shuler	U2	ALPHA	12.50							
Soul Net	ART	U	•••	Dameon Willich	1	ALPHA	1.50	Psychic Venom	EL	C	•••	Brian Snoddy	U1	ALPHA	1.00							
Sunglasses of Urza	ART	R	•••••	Dan Frazier	3	ALPHA	6.00	Sea Serpent	SC	C	•••	Jeff A. Menges	U5	ALPHA	1.00							
Throne of Bone	ART	U	•••	Anson Maddocks	1	ALPHA	1.00	Siren's Call	INT	C	•••••	Anson Maddocks	U	ALPHA	2.50							
• Time Vault	ART	R	•••••	Mark Tedin	2	ALPHA	60.00	Sleight of Mind	INT	C	•••••	Mark Poole	U	ALPHA	8.50							
Winter Orb	ART	R	•••••	Mark Tedin	2	ALPHA	6.00	Spell Blast	INT	C	•••••	Brian Snoddy	UX	ALPHA	1.00							
Wooden Sphere	ART	U	•••	Mark Tedin	1	ALPHA	1.00	Stasis	EN	C	•••	Fay Jones	U1	ALPHA	6.50							
BLACK																						
Animate Dead	EC	U	•••••	Anson Maddocks	81	ALPHA	1.50	Thoughtlace	INT	C	•••••	Amy Weber	UU2	ALPHA	1.50							
Bad Moon	EN	R	•••	Jesper Myrfors	81	ALPHA	10.00	• Time Walk	SOR	C	•••••	Mark Poole	U	ALPHA	3.50							
Block Knight	SC	U	•••••	Jeff A. Menges	88	ALPHA	3.50	• Timewarrior	SOR	C	•••••	Amy Weber	U1	ALPHA	120.00							
Bog Wraith	SC	U	•••	Jeff A. Menges	83	ALPHA	2.50	Twiddle	INS	C	•••••	Mark Tedin	U2	ALPHA	85.00							
• Contract from Below	SOR	R	•••	Douglas Shuler	8	ALPHA	3.50	Unsummon	INS	C	•••••	Rob Alexander	U	ALPHA	9.00							
Cursed Land	EL	U	•••	Jesper Myrfors	882	ALPHA	1.00	Vesuvan Doppelganger	SC	C	•••••	Douglas Shuler	U	ALPHA	1.00							
Dark Ritual	INT	C	•••••	Anson Maddocks	8	ALPHA	1.00	Volcanic Eruption	SOR	C	•••••	Quinton Hoover	UU3	ALPHA	13.50							
• Darkpact	SOR	R	•••••	Quinton Hoover	BBB	ALPHA	4.00	Wall of Air	SC	C	•••••	Douglas Shuler	UUUX	ALPHA	5.00							
Deathgrip	EN	U	•••	Anson Maddocks	BB	ALPHA	1.50	Wall of Water	SC	C	•••••	Richard Thomas	UU1	ALPHA	1.50							
Deathlace	INT	R	•••	Sandra Everingham	B	ALPHA	3.50	Water Elemental	SC	C	•••••	Richard Thomas	UU1	ALPHA	1.00							
• Demonic Attorney	SOR	R	•••	Sandra Everingham	B	ALPHA	3.50	GREEN														
Demonic Hordes	SC	R	•••••	Daniel Gelon	B	ALPHA	4.50	Aspect of Wolf	EC	R	•••••	Jeff A. Menges	G1	ALPHA	8.00							
• Demonic Tutor	SOR	U	•••••	Jesper Myrfors	BBB3	ALPHA	10.00	Berserk	INS	R	•••••	Dan Frazier	G	ALPHA	25.00							
Drain Life	SOR	C	•••••	Douglas Shuler	B1	ALPHA	3.50	Birds of Paradise	SC	R	•••••	Mark Poole	G	ALPHA	10.00							
Drudge Skeletons	SC	C	•••••	Douglas Shuler	B1X	ALPHA	1.00	Camouflage	INS	R	•••••	Jesper Myrfors	G	ALPHA	9.50							
Evil Presence	EL	U	•••••	Sandra Everingham	B1	ALPHA	1.00	• Channel	SOR	R	•••••	Richard Thomas	GG	ALPHA	1.50							
Fear	EC	C	•••••	Sandra Everingham	B	ALPHA	1.50	Cockatrice	SC	R	•••••	Dan Frazier	GG3	ALPHA	9.00							
Frozen Shade	SC	C	•••••	Mark Poole	B	ALPHA	1.00	Craw Wurm	SC	R	•••••	Daniel Gelon	GG4	ALPHA	1.00							
Gloom	EN	U	•••••	Douglas Shuler	B2	ALPHA	1.00	Elvish Archers	SC	R	•••••	Anson Maddocks	G1	ALPHA	6.00							
Howl from Beyond	INS	C	•••••	Dan Frazier	B2	ALPHA	1.50	Fastbond	EN	R	•••••	Mark Poole	G	ALPHA	5.00							
Hypnotic Specter	SC	U	•••••	Mark Poole	BX	ALPHA	1.00	Fog	INS	R	•••••	Jesper Myrfors	G	ALPHA	1.00							
Lith	EN	R	•••	Douglas Shuler	BB1	ALPHA	3.50	Force of Nature	SC	R	•••••	Douglas Shuler	GG2	ALPHA	12.00							
Lord of the Pit	SC	R	•••	Daniel Gelon	BBB8	ALPHA	65.00	Fungusaur	SC	R	•••••	Daniel Gelon	G3	ALPHA	6.50							
• Mind Twist	SOR	R	•••	Mark Tedin	BBB4	ALPHA	12.00	God's Liege	SC	R	•••••	Dameon Willich	GG3	ALPHA	10.00							
Neither Shadow	SC	U	•••	Julie Boroh	BX	ALPHA	8.00	Giant Growth	INS	R	•••••	Sandra Everingham	G	ALPHA	1.00							
Nettling Imp	SC	U	•••	Christopher Rush	B8	ALPHA	5.00	Giant Spider	SC	R	•••••	Sandra Everingham	G3	ALPHA	1.00							
Nightmare	SC	R	•••	Quinton Hoover	B2	ALPHA	3.50	Grizzly Bears	SC	R	•••••	Jeff A. Menges	G1	ALPHA	1.00							
Paralyze	EC	U	•••••	Melissa Benson	B5	ALPHA	15.00	Hurricane	SOR	R	•••••	Dameon Willich	GX	ALPHA	1.50							
Pestilence	EN	C	•••••	Anson Maddocks	B	ALPHA	1.00	Ice Storm	SOR	R	•••••	Dan Frazier	G2	ALPHA	16.00							
Plague Rats	SC	C	•••	Anson Maddocks	B2	ALPHA	1.00	Instill Energy	EC	R	•••••	Dameon Willich	G	ALPHA	1.50							
Raise Dead	SOR	C	•••	Jeff A. Menges	B	ALPHA	1.00	Ironroot Treefolk	SC	R	•••••	Jesper Myrfors	G4	ALPHA	1.00							
Royal Assassin	SC	R	•••••	Tom Wönerstrand	BB1	ALPHA	16.00	Kudzu	EL	C	•••••	Mark Poole	GG1	ALPHA	4.00							
Sacrifice	INT	U	•••	Dan Frazier	B	ALPHA	1.50	Lay Druid	SC	C	•••••	Sandra Everingham	G2	ALPHA	1.50							
Scafe Zombies	SC	C	•••	Jesper Myrfors	B2	ALPHA	1.00	Lifeforce	EN	C	•••••	Dameon Willich	G6	ALPHA	1.50							
Scavenging Ghoul	SC	U	•••	Jeff A. Menges	B3	ALPHA	1.50	RED														
Sengir Vampire	SC	U	•••	Anson Maddocks	BB3	ALPHA	5.50	Lightning Bolt	SC	R	•••••	Dameon Willich	GG3	ALPHA	10.00							
Simulacrum	INS	U	•••••	Mark Poole	B1	ALPHA	1.50	Lightning Strike	SC	R	•••••	Sandra Everingham	G	ALPHA	1.00							
Sinkhole	SOR	C	•••••	Sandra Everingham	B8	ALPHA	9.00	Lightning Bolt	SC	R	•••••	Sandra Everingham	G3	ALPHA	1.00							
Terror	INS	C	•••••	Ron Spencer	B1	ALPHA	3.00	Lightning Strike	SC	R	•••••	Jeff A. Menges	G1	ALPHA	1.00							
Unholy Strength	EC	C	•••••	Douglas Shuler	B	ALPHA	1.00	Lightning Bolt	SC	R	•••••	Dameon Willich	G1	ALPHA	1.50							
Wall of Bone	SC	U	•••	Anson Maddocks	B2	ALPHA	1.00	Lightning Strike	SC	R	•••••	Dan Frazier	G2	ALPHA	16.00							
Warp Artifact	EA	R	•••	Amy Weber	BB	ALPHA	4.00	Lightning Strike	SC	R	•••••	Dameon Willich	G	ALPHA	1.50							
Weakness	EC	C	•••••	Douglas Shuler	B	ALPHA	1.00	Lightning Strike	SC	R	•••••	Jesper Myrfors	G4	ALPHA	1.00							
Will-O'-The-Wisp	SC	R	•••••	Jesper Myrfors	B	ALPHA	10.00	Lightning Strike	SC	R	•••••	Mark Poole	GG1	ALPHA	4.00							
Word of Command	INS	R	•••	Jesper Myrfors	BB	ALPHA	60.00	Lightning Strike	SC	R	•••••	Sandra Everingham	G2	ALPHA	1.50							
Zombie Master	SC	R	•••	Jeff A. Menges	BB1	ALPHA	7.00	Lightning Strike	SC	R	•••••	Dameon Willich	G6	ALPHA	1.50							
BLUE																						
Air Elemental	SC	U	•••••	Richard Thomas	UU3	ALPHA	2.50	Lightning Bolt	SC	R	•••••	Amy Weber	G	ALPHA	3.50							
• Anstral Recall	INS	U	•••••	Mark Poole	U	ALPHA	90.00	Lightning Bolt	SC	R	•••••	Anson Maddocks	G	ALPHA	5.00							
Animate Artifact	EA	U	•••	Douglas Shuler	U3	ALPHA	1.50	Lightning Bolt	SC	R	•••••	Jesper Myrfors	G3	ALPHA	5.00							
Blue Elemental Blast	INT	C	•••	Richard Thomas	U	ALPHA	1.00	Lightning Bolt	SC	R	•••••	Anson Maddocks	G	ALPHA	1.00							
• Braingeyster	SOR	R	•••	Mark Tedin	UUX	ALPHA	8.00	Lightning Bolt	SC	R	•••••	Anson Maddocks	GG1	ALPHA	1.50							
Clone	SC	U	•••••	Julie Boroh	U3	ALPHA	3.50	Lightning Bolt	SC	R	•••••	Mark Poole	G	ALPHA	40.00							
Control Magic	EC	U	•••••	Domeon Willich	UU2	ALPHA	3.50	Lightning Bolt	SC	R	•••••	Quinton Hoover	G1	ALPHA	1.00							
• Copy Artifact	EN	R	•••••	Amy Weber	U1	ALPHA	7.00	Lightning Bolt	SC	R	•••••	Domeon Willich	G1	ALPHA	3.50							
Counterspell	INT	U	•••••	Mark Poole	UU	ALPHA	4.50	Lightning Bolt	SC	R	•••••	Anson Maddocks	GG1	ALPHA	1.50							
Creature Bond	EC	C	•••	Anson Maddocks	U1	ALPHA	1.00	Lightning Bolt	SC	R	•••••	Mark Poole	G	ALPHA	40.00							
Drain Power	SOR	R	•••	Douglas Shuler	UU	ALPHA	6.50	Lightning Bolt	SC	R	•••••	Quinton Hoover	G1	ALPHA	1.00							
Feedback	EE	U	•••	Quinton Hoover	U2	ALPHA	1.00	Lightning Bolt	SC	R	•••••	Domeon Willich	G1	ALPHA	3.50							
Flight	EC	C	•••••	Anson Maddocks	U	ALPHA	3.00	Lightning Bolt	SC	R	•••••	Amy Weber	G	ALPHA	1.00							
Invisibility	EC	C	•••••	Anson Maddocks	UU	ALPHA	8.00	Lightning Bolt	SC	R	•••••	Anson Maddocks	G	ALPHA	1.00							
Jump	INS	C	•••	Mark Poole	U	ALPHA	1.00	Lightning Bolt	SC	R	•••••	Mark Poole	GX	ALPHA	1.00							
Lifetop	EN	U	•••••	Anson Maddocks	UU	ALPHA	1.50	Lightning Bolt	SC	R	•••••	Quinton Hoover	G1	ALPHA	1.00							
Lord of Atlantis	SC	R	•••	Anson Maddocks	UU	ALPHA	10.00	Lightning Bolt	SC	R	•••••	Domeon Willich	G1	ALPHA	1.00							
Magical Hack	INT	R	•••••	Julie Boroh	U	ALPHA	8.50	Lightning Bolt	SC	R	•••••	Anson Maddocks	GG1	ALPHA	1.50							
Mahmuti Djinn	SC	R	•••••	Domeon Willich	UU4	ALPHA	11.50	Lightning Bolt	SC	R	•••••	Mark Poole	G	ALPHA	40.00							
Mana Short	INS	R	•••••	Domeon Willich	U2	ALPHA	7.00	Lightning Bolt	SC	R	•••••	Quinton Hoover	G1	ALPHA	1.00							
Merfolk of the Pearl Trident	SC	C	•••	Jeff A. Menges	U	ALPHA	1.00	Lightning Bolt	SC	R	•••••	Domeon Willich	G1	ALPHA	1.00							
Phantasmal Forces	SC	U	•••	Mark Poole	U3	ALPHA	1.50	Lightning Bolt	SC	R	•••••	Amy Weber	G	ALPHA	1.00							
Phantasmal Terrain	EL	C	•••••	Domeon Willich	U	ALPHA	1.00	Lightning Bolt	SC	R	•••••	Anson Maddocks	G	ALPHA	1.00							
Phantom Monster	SC	R	•••••	Jesper Myrfors	U3	ALPHA	1.50	Lightning Bolt	SC	R	•••••	Mark Poole	G	ALPHA	1.00							
Pirate Ship	SC	R	•••••	Tom Wönerstrand	U4	ALPHA	7.00	Lightning Bolt	SC	R	•••••	Quinton Hoover	G1	ALPHA	1.00							
Power Leak	EE	C	•••	Drew Tucker	U1	ALPHA	1.00	Lightning Bolt	SC	R	•••••	Domeon Willich	G6	ALPHA	1.00							
RED																						
• • Restricted/Banned	ART	Artifact	EE	Enchant Artifact	EN	Enchant Enchantment	EL	Enchant Land	EW	Enchant Instant	INS	Enchant World	INT	Interrupt Land	SC	Summon Creature						
AC	Artifact	EA	EE	Enchant Artifact	EN	Enchant Enchantment	EL	Enchant Land	EW	Enchant Instant	INS	Enchant World	INT	Interrupt Land	SOR	Sorcery						

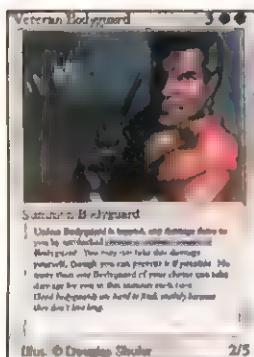
Those pesky Lured Thicket Basilisks are always sucking your creatures to them like lemmings to quicksand. Hold a False Orders and one lucky defender will get to withdraw and live another day. It's also great for zipping a creature through defenses at a crucial time or rearranging blocking to be an opponent's worst nightmare.



Lightning Bolt

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Power Sink	INT	C	•••••	Richard Thomas	UX	ALPHA	1.00
Prodigal Sorcerer	SC	C	•••••	Douglas Shuler	U2	ALPHA	1.00
Psionic Blast	INS	C	•••••	Douglas Shuler	U2	ALPHA	12.50
Psychic Venom	EL	C	•••	Brian Snoddy	U1	ALPHA	1.00
Sea Serpent	SC	C	•••	Jeff A. Menges	U5	ALPHA	1.00
Siren's Call	INT	C</					

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Thicket Basilisk	SC	U	****	Dan Frazier	GG3	ALPHA	3.50	Uldren Troll	SC	U	****	Douglas Shuler	R2	ALPHA	3.50
Tanber Wolves	SC	R	***	Melissa Benson	G	ALPHA	6.00	Wall of Fire	SC	U	***	Richard Thomas	RR1	ALPHA	1.50
Tranquility	SOR	C	****	Douglas Shuler	G2	ALPHA	1.00	Wall of Stone	SC	U	***	Dan Frazier	RR1	ALPHA	1.50
Tsunami	SOR	UR	**	Richard Thomas	G3	ALPHA	1.50	• Wheel of Fortune	SOR	R	*****	Daniel Gelon	R2	ALPHA	8.00
Verduran Enchantress	SC	U	**	Kev Brockschmidt	GG1	ALPHA	7.00								
Wall of Brambles	SC	U	***	Anson Maddocks	G2	ALPHA	1.50	WHITE							
Wall of Ice	SC	U	***	Richard Thomas	G2	ALPHA	1.50	Animate Wall	EC	R	**	Dan Frazier	W	ALPHA	4.00
Wall of Wood	SC	C	**	Mark Tedin	G	ALPHA	1.00	Armageddon	SOR	R	*****	Jesper Myrfors	W1	ALPHA	7.00
Wanderlust	EC	U	***	Cornelius Brudi	G2	ALPHA	1.50	Balance	SOR	R	*****	Mark Poole	W1	ALPHA	7.00
War Mammoth	SC	C	****	Jeff A. Menges	G3	ALPHA	1.00	Benign Hero	SC	C	***	Douglas Shuler	W	ALPHA	1.00
Web	EC	R	****	Rob Alexander	G	ALPHA	5.00	Black Ward	EC	U	***	Dan Frazier	W	ALPHA	1.00
Wild Growth	EL	C	**	Mark Poole	G	ALPHA	1.00	Blaze of Glory	INS	R	***	Richard Thomas	W	ALPHA	35.00
								Blessing	EC	R	***	Julie Baroh	WW	ALPHA	8.00
								Blue Ward	EC	U	***	Dan Frazier	W	ALPHA	1.00
Burrowing	EC	C	***	Mark Poole	R	ALPHA	1.50	Castle	EN	U	***	Dameon Willich	W3	ALPHA	3.50
Chaoslace	INT	CR	***	Dameon Willich	R	ALPHA	3.50	Circle of Protection: Black	EN	C	***	Jesper Myrfors	W1	BETA	1.00
Disintegrate	SOR	C	****	Anson Maddocks	RX	ALPHA	1.00								
Dragon Whelp	SC	UU	***	Amy Weber	RR2	ALPHA	3.50	Circle of Protection: Blue	EN	C	***	Dameon Willich	W1	ALPHA	1.00
Dwarven Demolition Team	SC	UU	***	Kev Brockschmidt	R2	ALPHA	8.00	Circle of Protection: Green	EN	C	***	Sandra Everingham	W1	ALPHA	1.00
Dwarven Warriors	SC	UU	*****	Douglas Shuler	R2	ALPHA	1.00	Circle of Protection: Red	EN	C	***	Mark Tedin	W1	ALPHA	1.00
Earth Elemental	SC	U	***	Dan Frazier	RR3	ALPHA	2.50	Circle of Protection: White	EN	C	***	Douglas Shuler	W1	ALPHA	1.00
Earthbind	EC	U	***	Quinton Hoover	R	ALPHA	1.00	Consecrate Land	EL	U	***	Jeff A. Menges	W	ALPHA	12.00
Earthquake	SOR	CR	***	Dan Frazier	RX	ALPHA	6.00	Conversion	EN	U	***	Jesper Myrfors	WW2	ALPHA	3.50
False Orders	INS	CR	****	Anson Maddocks	R	ALPHA	6.00	Crusade	EN	R	***	Mark Poole	WW	ALPHA	8.50
Fire Elemental	SC	UU	***	Melissa Benson	RR3	ALPHA	2.50	Death Ward	INS	C	***	Mark Poole	W	ALPHA	1.00
Fireball	SOR	CC	***	Mark Tedin	RX	ALPHA	1.00	Disenchant	INS	C	*****	Amy Weber	W1	ALPHA	1.00
Firebreathing	EC	U	***	Dan Frazier	R	ALPHA	1.00	Farmstead	EL	R	*	Mark Poole	WW	ALPHA	5.00
Flashfires	SOR	UR	***	Dameon Willich	R3	ALPHA	1.50	Green Ward	EC	U	***	Dan Frazier	W	ALPHA	1.00
Fork	INT	UR	*****	Amy Weber	RR	ALPHA	16.00	Guardian Angel	INS	C	***	Anson Maddocks	WX	ALPHA	1.00
Goblin Balloon Brigade	SC	UR	***	Andi Rusu	R	ALPHA	1.50	Healing Salve	INS	C	***	Dan Frazier	W	ALPHA	1.00
Goblin King	SC	UR	***	Jesper Myrfors	RR1	ALPHA	11.50	Holy Armor	EC	C	***	Melissa Benson	W	ALPHA	1.00
Granite Gargoyle	SC	UR	***	Christopher Rush	R2	ALPHA	6.50	Holy Strength	EC	C	***	Anson Maddocks	W	ALPHA	1.00
Gray Ogre	SC	UR	**	Dan Frazier	R2	ALPHA	1.00	Island Sanctuary	EN	R	*	Mark Poole	W1	ALPHA	6.00
Hill Giant	SC	UR	**	Dan Frazier	R3	ALPHA	1.00	Karma	EN	U	*****	Richard Thomas	WW2	ALPHA	1.50
Hulloon Minotaurs	SC	UR	**	Anson Maddocks	RR1	ALPHA	1.00	Lance	EC	U	*	Rob Alexander	W	ALPHA	2.50
Ironclaw Orcs	SC	UR	*	Anson Maddocks	R1	ALPHA	4.50	Mesa Pegasus	SC	C	***	Melissa Benson	W1	ALPHA	1.00
Keldon Warlord	SC	UR	***	Kev Brockschmidt	RR2	ALPHA	3.50	Northern Paladin	SC	R	***	Douglas Shuler	WW2	ALPHA	10.50
Lightning Bolt	INS	CR	*****	Christopher Rush	R	ALPHA	1.00	Pearlized Unicorn	SC	C	*	Cornelius Brudi	W2	ALPHA	1.00
Mana Flare	EN	CR	****	Christopher Rush	R2	ALPHA	9.00	Personal Incarnation	SC	R	***	Kev Brockschmidt	WWW3	ALPHA	9.50
Manobards	EN	CR	*	Christopher Rush	R3	ALPHA	5.00	Purlelace	INT	R	***	Sandra Everingham	W	ALPHA	3.50
Mons'ns Goblin Raiders	SC	UR	*	Jeff A. Menges	R	ALPHA	1.00	Red Ward	EC	U	***	Dan Frazier	W	ALPHA	1.00
Orchis Artillery	SC	UR	***	Anson Maddocks	RR1	ALPHA	1.50	Resurrection	SOR	U	***	Dameon Willich	WW2	ALPHA	1.50
Orchis Oriflamme	EN	UR	***	Dan Frazier	R3	ALPHA	3.50	Reverse Damage	INS	R	*****	Dameon Willich	WW1	ALPHA	8.00
Power Surge	EN	UR	*****	Douglas Shuler	RR	ALPHA	5.50	Righteousness	INS	R	***	Douglas Shuler	W	ALPHA	7.50
Raging River	EN	UR	*	Sandra Everingham	RR	ALPHA	50.00	Samite Healer	SC	C	*	Tom Wainwright	W1	ALPHA	1.00
Red Elemental Blast	INT	CR	*****	Richard Thomas	R	ALPHA	1.00	Savannah Lions	SC	R	***	Daniel Gelon	W	ALPHA	6.00
Roc of Kher Ridges	SC	UR	***	Andi Rusu	R3	ALPHA	6.50	Serra Angel	SC	U	*****	Douglas Shuler	WW3	ALPHA	8.00



If you want to drive someone crazy, play white and stock up on appropriately colored Wards. Against single-color decks, the right Ward is deadly—especially on offense, since your opponent's creatures can't block your Warded attacker. Drop a Red Ward on a Veteran Bodyguard and your opponent's red creatures can never damage you (all unblocked damage goes to your Bodyguard, who's shielded from all red damage!). And a Red Ward makes picking off your Veteran pretty tough.

Rock Hydra	SC	R	•••	Jeff A. Menges	WXX	ALPHA	10 00
Sedge Troll	SC	R	•••	Dan Frazier	R2	ALPHA	6 00
Shatter	INS	C	••••	Amy Weber	R1	ALPHA	1 00
Shivan Dragon	SC	R	•••••	Melissa Benson	RR4	ALPHA	25 00
Smoke	EN	R	••	Jesper Myrfors	RR	ALPHA	5 00
Stone Giant	SC	R	•••	Dameon Willich	RR2	ALPHA	1 50
Stone Rain	SOR	C	•••	Daniel Gelon	R2	ALPHA	1 00
Tunnel	SOR	C	••	Dan Frazier	R	ALPHA	1,00
Two-Headed Giant of Forvis	SC	R	••••	Anson Maddricks	R4	ALPHA	52 00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Uthden Troll	SC	U	****	Douglas Shuler	R2	ALPHA	3.50
Wall of Fire	SC	U	***	Richard Thomas	RR1	ALPHA	1.50
Wall of Stone	SC	UR	***	Dan Frazier	RR1	ALPHA	1.50
• Wheel of Fortune	SOR	R	*****	Daniel Gelon	R2	ALPHA	8.00
WHITE							
Animate Wall	EC	R	**	Dan Frazier	W	ALPHA	4.00
Armageddon	SOR	R	*****	Jesper Myrfors	W1	ALPHA	7.00
Balance	SOR	R	*****	Mark Poole	W1	ALPHA	7.00
Benulish Hero	SC	C	***	Douglas Shuler	W	ALPHA	1.00
Black Ward	EC	UR	***	Dan Frazier	W	ALPHA	1.00
Blaze of Glory	INS	X	***	Richard Thomas	W	ALPHA	35.00
Blessing	EC	R	****	Julie Baroh	WW	ALPHA	8.00
Blue Ward	EC	UU	***	Dan Frazier	W	ALPHA	1.00
Castle	EN	U	***	Dameon Willich	W3	ALPHA	3.50
Circle of Protection: Black	EN	C	****	Jesper Myrfors	W1	BETA	1.00
1: Prevent all damage to you from one black source.							
Circle of Protection: Blue	EN	C	***	Dameon Willich	W1	ALPHA	1.00
Circle of Protection: Green	EN	C	***	Sandra Everingham	W1	ALPHA	1.00
Circle of Protection: Red	EN	C	****	Mark Tedin	W1	ALPHA	1.00
Circle of Protection: White	EN	C	***	Douglas Shuler	W1	ALPHA	1.00
Consecrate Land	EL	U	***	Jeff A. Menges	W	ALPHA	12.00
Conversion	EN	U	***	Jesper Myrfors	WW2	ALPHA	3.50
Crusade	EN	R	***	Mark Poole	WW	ALPHA	8.50
Death Ward	INS	C	***	Mark Poole	W	ALPHA	1.00
Disenchant	INS	C	*****	Amy Weber	W1	ALPHA	1.00
Farmstead	EL	U	*	Mark Poole	WW	ALPHA	5.00
Green Ward	EC	UR	***	Dan Frazier	W	ALPHA	1.00
Guardian Angel	INS	C	***	Anson Maddocks	WX	ALPHA	1.00
Healing Salve	INS	C	***	Dan Frazier	W	ALPHA	1.00
Holy Armor	EC	C	***	Melissa Benson	W	ALPHA	1.00
Holy Strength	EC	C	***	Anson Maddocks	W	ALPHA	1.00
Island Sanctuary	EN	R	**	Mark Poole	W1	ALPHA	6.00
Karma	EN	U	*****	Richard Thomas	WW2	ALPHA	1.50
Lance	EC	UU	*	Rob Alexander	W	ALPHA	2.50
Mesa Pegasus	SC	C	***	Melissa Benson	W1	ALPHA	1.00
Northern Paladin	SC	C	****	Douglas Shuler	WW2	ALPHA	10.50
Pearled Unicorn	SC	C	**	Camelot Brudi	W2	ALPHA	1.00
Personal Incarnation	SC	RR	***	Kev Brockschmidt	WWW3	ALPHA	9.50
Purelace	INT	U	***	Sandra Everingham	W	ALPHA	3.50
Red Ward	EC	UU	***	Dan Frazier	W	ALPHA	1.00
Resurrection	SOR	UR	****	Dameon Willich	WW2	ALPHA	1.50
Reverse Damage	INS	R	*****	Dameon Willich	WW1	ALPHA	8.00
Righteousness	INS	R	***	Douglas Shuler	W	ALPHA	7.50
Samile Healer	SC	C	***	Toni Wönerstrand	W1	ALPHA	1.00
Savannah Lions	SC	C	***	Daniel Gelon	W	ALPHA	6.00
Serra Angel	SC	UU	*****	Douglas Shuler	WW3	ALPHA	8.50
Swords to Plowshares	INS	U	*****	Jeff A. Menges	W	ALPHA	2.50
Veteran Bodyguard	SC	U	****	Douglas Shuler	WW3	ALPHA	10.00
Wall of Swords	SC	U	***	Mark Tedin	W3	ALPHA	3.50
White Knight	SC	U	***	Dan el Gelon	WW	ALPHA	3.50
White Ward	EC	U	***	Dan Frazier	W	ALPHA	1.00
Wrath of God	INS	R	*****	Quinton Hoover	WW2	ALPHA	7.50

LANDS	LAN	R	••••	Rob Alexander	ALPHA	10.00
Badlands	LAN	R	••••	Jesper Myrfors	ALPHA	10.00
Bayou	LAN	R	••••	Christopher Rush	ALPHA	.30
Forest	LAN	C	—	Mark Poole	ALPHA	.40
Island	LAN	R	—	Mark Poole	ALPHA	.30
Island	LAN	C	—	Douglas Shuler	ALPHA	.30
Mountain	LAN	C	—	Jesper Myrfors	ALPHA	.30
Plains	LAN	C	—	Drew Tucker	ALPHA	11.00
Plateau	LAN	R	••••	Rob Alexander	ALPHA	10.00
Savannah	LAN	R	••••	Jesper Myrfors	ALPHA	10.00
Scrubland	LAN	R	••••	Dan Frazier	ALPHA	.30
Swamp	LAN	C	—	Rob Alexander	ALPHA	10.00
Taiga	LAN	R	••••	Jesper Myrfors	ALPHA	10.00
Tropical Island	LAN	R	••••	Dan Frazier	ALPHA	.30
Tundra	LAN	R	••••	Jesper Myrfors	ALPHA	10.00
Underground Sea	LAN	R	••••	Jesper Myrfors	ALPHA	10.00
Volcanic Island	LAN	R	••••	Rob Alexander	ALPHA	10.00
			••••	Brian Snoddy	BETA	10.00

1 Add either U or R to your mana pool. Treat as both an Island and a Mountain.

UNLIMITED EDITION

**Booster Pack \$40.00
Booster Box \$1,500.00
Full Set (302) \$1,300.00**

Nome/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
ARTIFACTS							
Ankh of Mishra	ART	R	●●	Amy Weber	2	ALPHA	4.00
Basalt Monolith	ART	R	●●●	Jesper Myrfors	3	ALPHA	1.50
• Black Lotus	ART	R	●●●●	Christopher Rush	0	ALPHA	150.00
Black Vise	ART	R	●●●	Richard Thomas	1	ALPHA	3.00
Celestial Prism	ART	R	●●●	Amy Weber	3	ALPHA	1.50
• Chaos Orb	ART	R	●●●	Mark Tedin	2	ALPHA	45.00
Clawkward Beast	AC	R	●●	Drew Tucker	6	ALPHA	5.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Conservator	ART	U	***	Amy Weber	4	ALPHA	1.50	Will-O'-The-Wisp	SC	R	****	Jesper Myrfors	B	ALPHA	8.00
Copper Tablet	ART	U	**	Amy Weber	2	ALPHA	5.00	Word of Command	INS	R	*	Jesper Myrfors	BB	ALPHA	37.50
Crystal Rod	ART	U	**	Amy Weber	1	ALPHA	1.50	Zombie Master	SC	R	**	Jeff A. Menges	BB1	ALPHA	6.00
Cyclopean Tomb	ART	R	***	Anson Maddocks	4	ALPHA	35.00	BLUE							
Dingus Egg	ART	R	**	Dan Frazier	4	ALPHA	5.00	Air Elemental	SC	U	****	Richard Thomas	UU3	ALPHA	2.00
Disrupting Scepter	ART	R	***	Dan Frazier	3	ALPHA	5.00	• Ancestral Recall	INS	R	****	Mark Poole	U	ALPHA	60.00
Forcefield	ART	R	****	Dan Frazier	3	ALPHA	50.00	Animate Artifact	EA	U	****	Douglas Shuler	U3	ALPHA	1.50
Gauntlet of Might	ART	R	*****	Christopher Rush	4	ALPHA	55.00	Blue Elemental Blast	INT	C	***	Richard Thomas	U	ALPHA	1.50
Glasses of Urza	ART	U	***	Douglas Shuler	1	ALPHA	1.50	• Brønneyser	SOR	R	****	Mark Tedin	UX	ALPHA	6.50
Helmet of Chatzuk	ART	R	***	Mark Tedin	1	ALPHA	3.50	Clone	SC	U	****	Julie Baroh	U3	ALPHA	3.00
Hive, The	ART	R	***	Sandra Everingham	5	ALPHA	7.00	Control Magic	EC	U	*****	Dameon Willich	UU2	ALPHA	3.00
Howling Mine	ART	R	****	Mark Poole	2	ALPHA	7.50	• Copy Artifact	EN	R	****	Amy Weber	U1	ALPHA	6.00
Icy Manipulator	ART	U	*****	Douglas Shuler	4	ALPHA	45.00	Counterspell	INT	U	*****	Mark Poole	UU	ALPHA	4.00
Illusionary Mask	ART	R	**	Amy Weber	2	ALPHA	30.00								
Iron Star	ART	U	**	Dan Frazier	1	ALPHA	1.50								
Ivory Cup	ART	U	**	Anson Maddocks	1	ALPHA	1.50								
Jade Monolith	ART	R	**	Anson Maddocks	4	ALPHA	3.00								
Jade Statue	ART	U	**	Dan Frazier	4	ALPHA	9.00								
Joyemde Tome	ART	R	****	Mark Tedin	4	ALPHA	4.50								
Juggernaut	AC	U	****	Dan Frazier	4	ALPHA	2.50								
Karmus Bell	ART	R	**	Christopher Rush	4	ALPHA	4.00								
Library of Leng	ART	U	***	Daniel Gelon	1	ALPHA	1.50								
Living Wall	AC	U	***	Anson Maddocks	4	ALPHA	1.50								
Mana Vault	ART	R	***	Anson Maddocks	1	ALPHA	4.50								
Meekstone	ART	R	***	Quinton Hoover	1	ALPHA	5.00								
• Mox Emerald	ART	R	*****	Dan Frazier	0	ALPHA	80.00								
• Mox Jet	ART	R	*****	Dan Frazier	0	ALPHA	80.00								
• Mox Pearl	ART	R	*****	Dan Frazier	0	ALPHA	80.00								
• Mox Ruby	ART	R	*****	Dan Frazier	0	ALPHA	80.00								
• Mox Sapphire	ART	R	*****	Dan Frazier	0	ALPHA	80.00								
Nevinyrrol's Disk	ART	R	***	Mark Tedin	4	ALPHA	5.00								
Obsidian Golem	AC	U	***	Jesper Myrfors	6	ALPHA	1.50								
Rod of Ruin	ART	U	***	Christopher Rush	4	ALPHA	1.50								
• Sol Ring	ART	U	***	Mark Tedin	1	ALPHA	2.50								
Soul Net	ART	U	**	Dameon Willich	1	ALPHA	1.50	Creature Bond	EC	C	**	Anson Maddocks	U1	ALPHA	1.50
Sunglasses of Urza	ART	R	***	Dan Frazier	3	ALPHA	5.00	Drain Power	SOR	R	***	Douglas Shuler	UU	ALPHA	6.00
Throne of Bane	ART	R	**	Anson Maddocks	1	ALPHA	1.50	Feedback	EE	R	***	Quinton Hoover	U2	ALPHA	1.50
• Time Vault	ART	R	***	Mark Tedin	2	ALPHA	40.00	Flight	EC	C	***	Anson Maddocks	U	ALPHA	1.50
Winter Orb	ART	R	***	Mark Tedin	2	ALPHA	5.00	Invisibility	EC	C	***	Anson Maddocks	UU	ALPHA	5.00
Wooden Sphere	ART	U	**	Mark Tedin	1	ALPHA	1.50	Jump	INS	C	**	Mark Poole	U	ALPHA	1.50
BLACK															
Animate Dead	EC	U	****	Anson Maddocks	B1	ALPHA	1.50	Lifelink	EN	C	***	Anson Maddocks	UU	ALPHA	1.50
Bad Moon	EN	R	**	Jesper Myrfors	B1	ALPHA	8.50	Lord of Atlantis	SC	R	***	Douglas Shuler	UU	ALPHA	6.00
Black Knight	SC	U	****	Jeff A. Menges	B8	ALPHA	3.00	Magical Hack	INT	R	***	Quinton Hoover	U2	ALPHA	1.50
Bog Wraith	SC	U	***	Jeff A. Menges	B3	ALPHA	2.00	Manomot Ojinn	INS	R	***	Anson Maddocks	U	ALPHA	1.50
• Contract from Below	SOR	U	URUR	Douglas Shuler	B	ALPHA	3.00	Merfolk of the Pearl Trident	SC	C	***	Anson Maddocks	UU	ALPHA	5.00
Cursed Land	INT	C	*****	Jesper Myrfors	B8B2	ALPHA	1.50	Phantasmal Forces	SC	C	***	Mark Poole	U3	ALPHA	1.50
Dark Ritual	SOR	R	*****	Quinton Hoover	B8B	ALPHA	3.50	Phantasmal Terrain	EL	C	***	Dameon Willich	UU	ALPHA	1.50
• Darkpact	EN	U	*****	Anson Maddocks	BB	ALPHA	1.50	Pirate Ship	SC	C	***	Jesper Myrfors	U3	ALPHA	2.00
Deathgrip	INT	R	*****	Sandra Everingham	B	ALPHA	3.00	Power Leak	EE	C	**	Tom Wörnerstrand	U4	ALPHA	6.00
Deathlace	SOR	R	**	Daniel Gelon	B	ALPHA	4.00	Power Sink	INT	C	***	Drew Jucker	U1	ALPHA	1.50
• Demonic Attorney	SOR	R	*****	Jesper Myrfors	B8B3	ALPHA	8.00	Prodigal Sorcerer	SC	C	***	Richard Thomas	UX	ALPHA	1.50
Demonic Hordes	SC	R	*****	Douglas Shuler	B1	ALPHA	3.00	Psychic Blast	INS	C	***	Douglas Shuler	U2	ALPHA	8.00
• Demonic Tutor	SOR	U	*****	Douglas Shuler	B1X	ALPHA	1.50	Psychic Venom	EL	C	**	Brian Snoddy	U1	ALPHA	1.50
Drain Life	SOR	R	*****	Douglas Shuler	B	ALPHA	1.50	Sea Serpent	SC	C	**	Jeff A. Menges	U5	ALPHA	1.50
Drudge Skeletons	SC	C	*****	Sandra Everingham	B	ALPHA	1.50	Siren's Call	INS	C	***	Anson Maddocks	U	ALPHA	1.50
Evil Presence	EL	U	*****	Sandra Everingham	B	ALPHA	1.50	Sleight of Mind	INT	R	***	Mark Poole	U	ALPHA	6.50
Fear	EC	C	*****	Mark Poole	BB	ALPHA	1.50	Spell Blast	INT	R	***	Brian Snoddy	UX	ALPHA	1.50
Frozen Shadu	SC	U	***	Douglas Shuler	B2	ALPHA	1.50	Stasis	EN	R	***	Fay Jones	U1	ALPHA	5.50
Gloom	EN	U	***	Dan Frazier	B2	ALPHA	1.50	Steal Artifact	EA	R	***	Amy Weber	UU2	ALPHA	2.00
Howl from Beyond	INS	R	***	Mark Poole	BX	ALPHA	1.50	Thoughtlace	INT	R	***	Mark Poole	U	ALPHA	3.00
Hypnotic Specter	SC	R	***	Douglas Shuler	B8B1	ALPHA	3.00	• Time Walk	SOR	R	***	Amy Weber	U1	ALPHA	75.00
Lich	EN	R	**	Daniel Gelon	BBB	ALPHA	40.00	• Timewarper	SOR	R	***	Mark Tedin	U2	ALPHA	52.50
Lord of the Pit	SC	R	*****	Mark Tedin	B8B4	ALPHA	10.00	Twiddle	INS	C	***	Rob Alexander	U	ALPHA	6.00
• Mind Twist	SOR	R	*****	Julie Baroh	B8	ALPHA	7.00	Unsummon	INS	C	***	Douglas Shuler	U	ALPHA	1.50
Nether Shadow	SC	R	**	Christopher Rush	B8	ALPHA	4.00	Vesuvian Doppelganger	SC	R	***	Quinton Hoover	UU3	ALPHA	11.50
Nettling Imp	SC	R	***	Quinton Hoover	B2	ALPHA	3.00	Volcanic Eruption	SOR	R	***	Douglas Shuler	UUUX	ALPHA	4.50
Nightmare	SC	R	*****	Melissa Benson	B5	ALPHA	12.00	Wall of Air	SC	U	***	Richard Thomas	UU1	ALPHA	1.50
Paralyze	EC	C	***	Anson Maddocks	B	ALPHA	1.50	Wall of Water	SC	U	***	Richard Thomas	UU1	ALPHA	1.50
Pestilence	EN	C	*****	Jesper Myrfors	B	ALPHA	1.50	Water Elemental	SC	U	**	Jeff A. Menges	UU3	ALPHA	1.50
Plague Rats	SC	C	*****	Anson Maddocks	B2	ALPHA	1.50								
Plague Dead	SOR	R	***	Jeff A. Menges	B	ALPHA	1.50								
Royal Assassin	SC	R	*****	Tom Wörnerstrand	B8B1	ALPHA	14.00								
Sacrifice	INT	R	**	Dan Frazier	B	ALPHA	1.50								
Scarabe Zombies	SC	U	**	Jesper Myrfors	B3	ALPHA	2.00	Aspect of Wolf	EC	R	****	Jeff A. Menges	G1	ALPHA	6.50
Scavenging Ghoul	SC	U	**	Anson Maddocks	B8B3	ALPHA	4.50	• Berserk	INS	R	****	Dan Frazier	G	ALPHA	16.00
Sengir Vampire	INS	U	***	Mark Poole	B1	ALPHA	1.50	Birds of Paradise	SC	R	***	Mark Poole	G	ALPHA	8.50
Simulacrum	SOR	C	***	Sandra Everingham	BB	ALPHA	6.00	Camouflage	INS	U	***	Jesper Myrfors	G	ALPHA	6.50
Sinkhole	INS	R	***	Ron Spencer	B1	ALPHA	1.50	• Channel	SOR	U	**	Richard Thomas	GG	ALPHA	1.50
Terror	EC	C	***	Douglas Shuler	B	ALPHA	1.50	Cockatrice	SC	C	***	Dan Frazier	GG3	ALPHA	7.00
Unholy Strength	SC	R	**	Anson Maddocks	B2	ALPHA	1.50	Crow Wurm	SC	C	**	Daniel Gelon	GG4	ALPHA	1.50
Wall of Bone	EA	R	**	Amy Weber	BB	ALPHA	3.50	Elvish Archers	SC	R	**	Anson Maddocks	G1	ALPHA	5.00
Warp Artifact	EC	C	***	Douglas Shuler	B	ALPHA	1.50	Fastbond	EN	R	**	Mark Poole	G	ALPHA	4.00
Weakness	EC	C	***	Douglas Shuler	B	ALPHA	1.50	Fog	INS	C	***	Jesper Myrfors	G	ALPHA	1.50
GREEN															
GREEN															
Aspect of Wolf	EC	R	****	Jeff A. Menges	B8	ALPHA	1.50	Force of Nature	SC	R	***	Douglas Shuler	GG1	ALPHA	11.00
• Berserk	INS	R	****	Dan Frazier	B	ALPHA	1.50	Fungusaur	SC	R	***	Daniel Gelon	G3	ALPHA	6.00
Birds of Paradise	SC	R	***	Mark Poole	B	ALPHA	1.50								
Camouflage	INS	U	***	Jesper Myrfors	B3	ALPHA	2.00								
• Channel	SOR	U	**	Anson Maddocks	B1	ALPHA	1.50								
Cockatrice	SC	C	**	Mark Poole	BB	ALPHA	6.00								
Crow Wurm	SC	C	**	Sandra Everingham	B1	ALPHA	1.50								
Elvish Archers	SC	R	**	Ron Spencer	B1	ALPHA	1.50								
Fastbond	EN	R	**	Douglas Shuler	B	ALPHA	1.50								
Fog	INS	C	**	Amy Weber	BB	ALPHA	3.50								
Force of Nature	SC	R	**	Douglas Shuler	B	ALPHA	1.50								
Fungusaur	SC	R	**	Douglas Shuler	B	ALPHA	1.50								



You normally don't want to be attacked—unless you can block your opponent's weaker creatures with your stronger ones. It gets better: wait until your opponent has used a Prodigal Sorcerer or Llanowar Elves, then play Siren's Call and kill the tapped creatures! Depending on house rules in a large multi-player game, cast Siren's Call on the other side of the table and watch the fun begin!

• Restricted/Banned	ART	Artifact	EC	Enchant Creature	EE	Enchant Enchantment	EL	Enchant Land	EN	Enchantment	EW	Enchant World	INT	Interrupt	LAN	Land	SC	Summon Creature	SOR	Sorcery
AC	EA	Enchant Artifact	EE																	

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Goen's Liege	SC	R	*****	Dameon Willich	GGG3	ALPHA	9.00
Giant Growth	INS	C	****	Sandra Everingham	G	ALPHA	1.50
Giant Spider	SC	C	****	Sandra Everingham	G3	ALPHA	1.50
Grizzly Bears	SE	C	***	Jeff A. Menges	G1	ALPHA	1.50
Hurricane	SOR	U	****	Dameon Willich	6X	ALPHA	1.50
Ice Storm	SOR	U	***	Dan Frazier	G2	ALPHA	10.50
Instill Energy	EC	U	****	Dameon Willich	G	ALPHA	1.50
Ironroot Treefolk	SC	C	***	Jesper Myrfors	G4	ALPHA	1.50



All damage done to you by artifacts so far this turn is retroactively added to your life total instead of subtracted. Further damage this turn is treated normally.

Miss. ♦ Lydia Hampton

Another surprise instant, and a good insurance card if you're playing powerful, damaging artifacts—or if yours are turned against you! If you lose the coin flip for Bottle of Suleiman, Reverse Polarity will give you five life. After all, if you can't get that 5/5 flyer, it's better than losing five life.

Kudzu	EL	R	•	Mark Poole	GG1	ALPHA	3.50
Ley Druid	SC	RU	•••	Sandra Everingham	G2	ALPHA	1.50
Lifeforce	EN	UR	••••	Dameon Willich	GG	ALPHA	1.50
Lifelace	INT	UR	•	Amy Weber	G	ALPHA	3.00
Living Artifact	EA	RR	•••	Anson Maddocks	G	ALPHA	4.00
Living Lands	EN	RC	••	Jesper Myrfrs	G3	ALPHA	4.50
Ulanowar Elves	SC	UR	••••	Anson Maddocks	G	ALPHA	1.50
Lure	EC	UR	•••••	Anson Maddocks	GG1	ALPHA	1.50
Natural Selection	INS	RC	•	Mark Poole	G	ALPHA	25.50
Regeneration	EC	CU	••••	Quinton Hoover	G1	ALPHA	3.00
• Regrowth	SOR	CC	•••••	Dameon Willich	G1	ALPHA	3.00
Scrib Sprites	SC	CC	•••	Amy Weber	G	ALPHA	1.50
Shanodin Dryads	SC	CC	••••	Anson Maddocks	G	ALPHA	1.50
Stream of Life	SOR	CC	•••••	Mark Poole	GX	ALPHA	1.50
Thicket Bosilisk	SC	CC	•••••	Dan Frazier	GG3	ALPHA	3.00
Timber Wolves	SC	CC	••••	Melissa Benson	G	ALPHA	5.00
Tranquility	SOR	CR	•••••	Douglas Shuler	G2	ALPHA	1.50
Tsunami	SOR	CR	••	Richard Thomas	G3	ALPHA	1.50
Verdurian Enchantress	SC	CR	•••	Kev Brockschmidt	GG1	ALPHA	6.00
Wall of Brambles	SC	CR	••••	Anson Maddocks	G2	ALPHA	1.50
Wall of Ice	SC	CR	•••••	Richard Thomas	G2	ALPHA	1.50
Wall of Wood	SC	CR	•••	Mark Tedin	G	ALPHA	1.50
Wonderlust	EC	CR	••••	Cornelius Brudi	G2	ALPHA	1.50
War Mammoth	SC	CR	•••••	Jeff A. Menges	G3	ALPHA	1.50
Web	EC	CR	•••••	Rob Alexander	G	ALPHA	4.50
Wild Growth	EL	CR	•••	Mark Poole	G	ALPHA	1.50

Burrowing	EC	C	•••	Mark Pool	R	ALPHA	1.50
Chaolocke	INT	C	•••	Dameon Willich	R	ALPHA	3.00
Disintegrate	SOR	C	••••	Anson Maddocks	RX	ALPHA	1.50
Dragon Whelp	SC	U	••••	Amy Weber	RR2	ALPHA	3.00
Dwarven Demolition Team	SC	U	•••	Kev Brockschmidt	R2	ALPHA	3.50
Dwarven Warriors	SC	C	•••••	Douglas Shuler	R2	ALPHA	1.50
Earth Elemental	SC	C	•••	Dan Frazier	RR3	ALPHA	1.50
Earthbind	EC	C	•••	Quinton Hoover	R	ALPHA	1.50
Earthquake	SOR	C	•••	Dan Frazier	RX	ALPHA	5.00
False Orders	IHS	C	•••	Anson Maddocks	R	ALPHA	4.00
Fire Elemental	SC	C	•••	Melissa Benson	RR3	ALPHA	1.50
Fireball	SOR	C	••••	Mark Tedin	RX	ALPHA	1.50
Firebreathing	EC	C	•••	Dan Frazier	R	ALPHA	1.50
Flashfires	SOR	C	••••	Dameon Willich	R3	ALPHA	1.50
Fork	INT	U	•••••	Amy Weber	RR	ALPHA	14.00
Goblin Balloon Brigade	SC	U	•••	Andi Rusu	R	ALPHA	1.50
Goblin King	SC	R	•••	Jesper Myrfors	RR1	ALPHA	10.00
Granite Gargoyle	SC	R	•••	Christopher Rush	R2	ALPHA	6.00
Gray Ogre	SC	C	•••	Dan Frazier	R2	ALPHA	1.50
Hill Giant	SC	C	•••	Dan Frazier	R3	ALPHA	1.50
Hurloon Minotaur	SC	C	•••	Anson Maddocks	RR1	ALPHA	1.50
Ironclaw Orcs	SC	C	•••	Anson Maddocks	R1	ALPHA	3.00
Keldon Warlord	SC	U	•••	Kev Brockschmidt	RR2	ALPHA	3.00
Lightning Bolt	IHS	C	•••••	Christopher Rush	R	ALPHA	1.50
Mana Flare	EN	R	•••••	Christopher Rush	R2	ALPHA	7.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Manateers	EN	R	••	Christopher Rush	R3	ALPHA	4.50
Mons's Goblin Raiders	SC	C	•	Jeff A. Menges	R	ALPHA	1.50
Orcish Artillery	SC	U	•••	Anson Maddocks	RR1	ALPHA	1.50
Orcish Oriflamme	EN	U	•••	Dan Frazier	R3	ALPHA	3.00
Power Surge	EN	R	•••••	Douglas Shuler	RR	ALPHA	5.00
Raging River	EN	R	•••	Sandra Everingham	RR	ALPHA	32.00
Red Elemental Blast	INT	C	•••••	Richard Thomas	R	ALPHA	1.50
Roc of Kher Ridges	SC	R	••••	Andi Rusu	R3	ALPHA	5.50
Rock Hydra	SC	R	•••	Jeff A. Menges	RRX	ALPHA	9.00
Sedge Troll	SC	R	•••	Dan Frazier	R2	ALPHA	5.00
Shatter	INS	C	•••••	Amy Weber	R1	ALPHA	1.50
Shivan Dragon	SC	R	•••••	Melissa Benson	RR4	ALPHA	20.00
Smoke	EN	R	••	Jesper Myrfor	RR	ALPHA	4.00
Stone Giant	SC	U	•••	Borneon Willich	RR2	ALPHA	1.50
Stone Rain	SOR	C	•••	Daniel Gelon	R2	ALPHA	1.50
Tunnel	SOR	U	••	Dan Frazier	R	ALPHA	1.50
Two-Headed Giant of Farrys	SC	R	•••••	Anson Maddocks	R4	ALPHA	32.50
Uthden Troll	SC	U	•••••	Douglas Shuler	R2	ALPHA	2.50
Wall of Fire	SC	U	•••	Richard Thomas	RR1	ALPHA	1.50
Wall of Stone	SC	U	•••	Dan Frazier	RR1	ALPHA	1.50
• Wheel of Fortune	SOR	R	•••••	Daniel Gelon	R2	ALPHA	6.50

WHITE

Animate Wall	EC	R	•••	Dan Frazier	W	ALPHA	3.50
Armageddon	SOR	R	•••••	Jesper Myrfor	W1	ALPHA	6.00
Balance	SOR	R	•••••	Mark Poole	W1	ALPHA	6.00
Benishol Hero	SC	C	•••	Douglas Shuler	W	ALPHA	1.50
Black Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.50
Blaze of Glory	INS	R	•••	Richard Thomas	W	ALPHA	28.50
Blessing	EC	R	•••	Julie Barich	WW	ALPHA	7.00
Blue Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.50
Castle	EN	U	•••	Dameon Willich	W3	ALPHA	3.00
Circle of Protection: Black	EN	C	•••	Jesper Myrfor	W1	BETA	1.50
Circle of Protection: Blue	EN	C	•••	Dameon Willich	W1	ALPHA	1.50
Circle of Protection: Green	EN	C	•••	Sandra Everingham	W1	ALPHA	1.50
Circle of Protection: Red	EN	C	•••	Mark Tedin	W1	ALPHA	1.50
Circle of Protection: White	EN	C	•••	Douglas Shuler	W1	ALPHA	1.50
Consecrate Land	EL	U	•••	Jeff A. Menges	W	ALPHA	8.00
Conversion	EN	U	•••	Jesper Myrfor	WW2	ALPHA	3.00
Crusade	EN	C	•••	Mark Poole	WW	ALPHA	7.00
Death Ward	INS	C	•••	Mark Poole	W	ALPHA	1.50
Disenchant	INS	C	•••••	Amy Weber	W1	ALPHA	1.50
Farmstead	EL	U	•	Mark Poole	WWW	ALPHA	4.00
Green Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.50
Guardian Angel	INS	C	•••	Anson Maddocks	WX	ALPHA	1.50
Healing Salve	INS	C	•••	Dan Frazier	W	ALPHA	1.50
Holy Armor	EC	C	•••	Melissa Benson	W	ALPHA	1.50
Holy Strength	EC	C	•••	Anson Maddocks	W	ALPHA	1.50
Island Sanctuary	EN	R	••	Mark Poole	W1	ALPHA	5.00
Karma	EN	U	•••••	Richard Thomas	WW2	ALPHA	1.50
Lance	EC	U	••	Rob Alexander	W	ALPHA	1.50
Mesa Pegasus	SC	C	••••	Melissa Benson	W1	ALPHA	1.50
Northern Palodin	SC	R	••••	Douglas Shuler	WW2	ALPHA	9.50
Pearled Unicorn	SC	R	••	Cornelius Brudi	W2	ALPHA	1.50
Personal Incarnation	SC	R	•••	Kev Brockschmidt	WW8	ALPHA	8.00
Purelace	INT	R	•••	Sandra Everingham	W	ALPHA	3.00
Red Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.50
Resurrection	SOR	U	••••	Dameon Willich	WW2	ALPHA	1.50
Reverse Domoge	INS	R	•••••	Dameon Willich	WW1	ALPHA	7.00
Righteousness	INS	R	••••	Douglas Shuler	W	ALPHA	6.50
Samite Healer	SC	C	•••	Tom Wörnerstrand	W1	ALPHA	1.50
Savannah Lions	SC	R	•••	Daniel Gelon	W	ALPHA	5.00
Serra Angel	SC	R	•••••	Douglas Shuler	WW3	ALPHA	7.00
Swords to Plowshares	INS	U	•••••	Jeff A. Menges	W	ALPHA	1.50
Veteran Bodyguard	SC	U	••••	Douglas Shuler	WW3	ALPHA	8.50
Wall of Swords	SC	U	••••	Mark Tedin	W3	ALPHA	2.50
White Knight	SC	U	••••	Daniel Gelon	WW	ALPHA	3.00
White Ward	EC	U	•••	Dan Frazier	W	ALPHA	1.50
Wrath of God	INS	U	•••	Quinton Honer	WW2	ALPHA	6.50

LANDS

Badlands	LAN	R	••••	Rob Alexander	ALPHA	8.00
Bayou	LAN	R	••••	Jesper Myr fors	ALPHA	8.00
Forest	LAN	C	—	Christopher Rush	ALPHA	.15
Island	LAN	R	—	Mark Poole	ALPHA	.20
Island	LAN	C	—	Mark Poole	ALPHA	.15
Mountain	LAN	C	—	Douglas Shuler	ALPHA	.15
Plains	LAN	C	—	Jesper Myr fors	ALPHA	.15
Plateau	LAN	R	••••	Drew Tucker	ALPHA	9.00
Savannah	LAN	R	••••	Rob Alexander	ALPHA	8.00
Scrubland	LAN	R	••••	Jesper Myr fors	ALPHA	8.00
Swamp	LAN	C	—	Don Frazier	ALPHA	.15
Taiga	LAN	R	••••	Rob Alexander	ALPHA	8.00
Tropical Island	LAN	R	••••	Jesper Myr fors	ALPHA	8.00
Tundra	LAN	R	••••	Jesper Myr fors	ALPHA	8.00
Underground Sea	LAN	R	••••	Rob Alexander	ALPHA	8.00
Volcanic Island	LAN	R	••••	Brian Snoddy	BETA	8.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
REVISED EDITION															
Booster Pack					\$2.50			Throne of Bone	ART	U	•••	Anson Maddocks	1	ALPHA	.50
Booster Box					\$90.00			Winter Orb	ART	U	•••	Mark Tedin	2	ALPHA	4.00
Full Set (302)					\$250.00			Wooden Sphere	ART	U	•••	Mark Tedin	1	ALPHA	.50
MISCELLANEOUS															
Aladdin's Lamp	ART	R	•••	Mark Tedin	10	AN	3.00	Animate Dead	EC	U	•••••	Anson Maddocks	B1	ALPHA	1.00
Aladdin's Ring	ART	R	•••	Don Frazier	8	AN	4.00	Bad Moon	EN	R	•••••	Mark Tedin	B1	ALPHA	6.00
Ankh of Mishra	ART	R	•••	Amy Weber	2	ALPHA	3.00	Black Knight	SC	U	•••••	Jeff A. Menges	B8	ALPHA	2.00
Armageddon Clock	ART	R	•••	Amy Weber	6	AQ	3.00	Bog Wraith	SC	U	•••••	Jeff A. Menges	B3	ALPHA	1.50
Basalt Monolith	ART	RUU	•••••	Jesper Myrfors	3	ALPHA	1.00	• Contract from Below	SOR	R	•••••	Douglas Shuler	B	ALPHA	2.00
Black Vise	ART	RUU	•••••	Richard Thomas	1	ALPHA	2.00	Cursed Land	EL	U	•••••	Jesper Myrfors	B82	ALPHA	.50
Bottle of Suleiman	ART	RUU	•••••	Jesper Myrfors	4	AN	3.00	Dark Ritual	INT	C	•••••	Anson Maddocks	B	ALPHA	.50
Brass Man	AC	RUU	•••••	Christopher Rush	1	AN	1.00	• Darkpact	SOR	R	•••••	Quinton Hoover	BBB	ALPHA	3.00
Celestial Prism	ART	RUU	•••••	Amy Weber	3	ALPHA	1.00	Deathgrip	EN	R	•••••	Anson Maddocks	BB	ALPHA	1.00
Clockwork Beast	AC	RUU	•••••	Drew Tucker	6	ALPHA	4.00	Deathlace	INT	R	•••••	Sandra Everingham	B1	ALPHA	.50
Conservator	ART	RUU	•••••	Amy Weber	4	ALPHA	.50	• Demonic Attorney	SOR	R	•••••	Daniel Gelon	B	ALPHA	3.00
Crystal Rod	ART	RUU	•••••	Amy Weber	1	ALPHA	.50	Demonic Hordes	SC	R	•••••	Jesper Myrfors	BBB3	ALPHA	6.00
Dancing Scimitar	AC	RUU	•••••	Anson Maddocks	4	AN	2.50	• Demonic Tutor	SOR	U	•••••	Douglas Shuler	B1	ALPHA	2.50
Dingus Egg	ART	RUU	•••••	Don Frazier	4	ALPHA	4.00	Drain Life	SOR	C	•••••	Douglas Shuler	B1X	ALPHA	.50
Disrupting Scepter	ART	RR	•••••	Don Frazier	3	ALPHA	3.50	Drudge Skeletons	SC	C	•••••	Sandra Everingham	B1	ALPHA	.50
Dragon Engine	AC	RR	•••••	Anson Maddocks	3	AQ	1.50	El-Hoiq	SC	R	•••••	Dameon Willich	BB1	AN	4.50
Ebony Horse	ART	RR	•••••	Dameon Willich	3	AN	3.00	Erg Raiders	SC	U	•••••	Dameon Willich	B1	AN	.50
Flying Carpet	ART	RR	•••••	Mark Tedin	4	AN	3.50	Fear	EC	U	•••••	Sandra Everingham	B	ALPHA	1.00
Glasses of Urza	ART	RR	•••••	Douglas Shuler	1	ALPHA	1.00	Frozen Shad	SC	U	•••••	Mark Poole	BB	ALPHA	.50
Heelm of Chatzuk	ART	RR	•••••	Mark Tedin	1	ALPHA	2.50	Gloom	EN	U	•••••	Douglas Shuler	B2	ALPHA	.50
Hive, The	ART	RR	•••••	Mark Tedin	5	ALPHA	5.00	Howl from Beyond	INS	U	•••••	Dan Frazier	B2	ALPHA	1.00
Howling Mine	ART	RR	•••••	Mark Poole	2	ALPHA	5.50	Hypnotic Specter	SC	U	•••••	Mark Poole	BX	ALPHA	.50
Iron Star	ART	RR	•••••	Don Frazier	1	ALPHA	.50	Lord of the Pit	SC	U	•••••	Douglas Shuler	B81	ALPHA	2.50
Ivory Cup	ART	RR	•••••	Anson Maddocks	1	ALPHA	.50	• Mind Twist	SOR	U	•••••	Mark Tedin	BBB4	ALPHA	8.00
• Ivory Tower	ART	RR	•••••	Margaret Organ-Keen	1	AQ	4.00	Nether Shadow	SC	R	•••••	Julie Borch	BX	ALPHA	5.00
Jade Monolith	ART	RR	•••••	Anson Maddocks	4	ALPHA	2.00	Nettling Imp	SC	U	•••••	Christopher Rush	BB	ALPHA	3.50
Jandor's Ring	ART	RR	•••••	Don Frazier	6	AN	3.00	Nightmare	SC	U	•••••	Quinton Hoover	B2	ALPHA	2.00
Jandor's Saddlebags	ART	RR	•••••	Dameon Willich	6	AN	4.00	Paralyze	EC	U	•••••	Melissa Benson	B5	ALPHA	9.50
Jayemdae Tome	ART	RR	•••••	Mark Tedin	4	ALPHA	3.50	Pestilence	EN	U	•••••	Anson Maddocks	B	ALPHA	.50
Juggernaut	AC	RR	•••••	Don Frazier	4	ALPHA	2.00	Plague Rats	SC	U	•••••	Jesper Myrfors	B	ALPHA	.50
Kormus Bell	ART	RR	•••••	Christopher Rush	4	ALPHA	3.00	Raise Dead	SOR	U	•••••	Anson Maddocks	B2	ALPHA	.50
Library of Leng	ART	RR	•••••	Daniel Gelon	1	ALPHA	1.00	Royal Assassin	SC	U	•••••	Jeff A. Menges	B	ALPHA	.50
Living Wall	AC	RR	•••••	Anson Maddocks	4	ALPHA	1.00	Sacrifice	INT	U	•••••	Tom Wenerstrand	BB1	ALPHA	10.50
Mana Vault	ART	RR	•••••	Mark Tedin	1	ALPHA	3.50	Scare Zombies	SC	U	•••••	Dan Frazier	B	ALPHA	1.00
Meekstone	ART	RR	•••••	Quinton Hoover	1	ALPHA	4.00	Scavenging Ghoul	SC	U	•••••	Jesper Myrfors	B2	ALPHA	.50
Millstone	ART	RR	•••••	Kaja Foglio	2	AQ	2.50	Sengir Vampire	SC	U	•••••	Jeff A. Menges	B3	ALPHA	1.00
Mishra's War Machine	AC	R	•••••	Amy Weber	7	AQ	3.50	Simulacrum	INS	R	•••••	Anson Maddocks	B1	ALPHA	1.00
ARTIFACTS															
															
Change the type of any card being played or already in play by replacing one basic land type with another. For example, you can change "swampwalk" to "plainswalk."								Richard Thomas							
Nightmare's power and toughness don't equal the number of swamps it's in, but it plays like them. The Nightmare can't be cast from us fair or the swamp. As the possessed land spreads, so does the Nightmare's rage and terrifying strength.								Douglas Shuler							
A Nightmare can be just that. A cost-effective way of getting rid of one is Magical Hack. Change the land type on Nightmare to something your opponent doesn't have, and bam—it's dead. This works with many blue creatures that need islands to stay alive. You can also cast Control Magic on your opponent's Nightmare and bring it over to your side. If there are no swamps, it'll die just as quickly.								Richard Thomas							
Nevinyrrol's Disk	ART	R	•••••	Mark Tedin	4	ALPHA	4.00	Animate Artifact	EA	U	•••••	Douglas Shuler	U3	ALPHA	1.50
Obsidian Golem	AC	RUU	•••	Jesper Myrfors	6	ALPHA	1.00	Blue Elemental Blast	INT	U	•••••	Richard Thomas	U	ALPHA	.50
Onulet	AC	RUU	•••	Anson Maddocks	3	AQ	2.00	• Braininger	SOR	R	•••••	Mark Tedin	UX	ALPHA	5.00
Ornithopter	AC	RUU	•••	Amy Weber	0	AQ	1.00	Clone	SC	U	•••••	Julie Borch	U3	ALPHA	2.50
Primal Clay	AC	RUU	•••	Kaja Foglio	4	AQ	3.00	Control Magic	EC	U	•••••	Dameon Willich	U2	ALPHA	2.50
Rack, The	ART	RUU	•••	Richard Thomas	1	AQ	1.50	• Copy Artifact	EN	U	•••••	Amy Weber	U1	ALPHA	4.50
Rocket Launcher	ART	RUU	•••	Pete Ventresca	4	AQ	2.50	Counterspell	INT	U	•••••	Mark Poole	U1	ALPHA	3.00
Rod of Ruin	ART	RUU	•••	Christopher Rush	4	ALPHA	1.00	Creature Bond	EC	U	•••••	Anson Maddocks	U1	ALPHA	.50
• Sol Ring	ART	RUU	•••••	Mark Tedin	1	ALPHA	2.00	Drain Power	SOR	U	•••••	Douglas Shuler	U1	ALPHA	4.50
Soul Net	ART	RUU	•••	Dameon Willich	1	ALPHA	1.00	Energy Flux	EN	U	•••••	Kaja Foglio	U2	ANT	1.00
Sunglasses of Urza	ART	R	•••••	Don Frazier	3	ALPHA	4.00	Feedback	EE	C	•••••	Quinton Hoover	U2	ALPHA	.50
RESTRICTED/BANNED															
AC Artifact Creature	ART	Artifact	EE	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Land	UAN	Interrupt	SC	Summon Creature	
AC Artifact	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	UAN	Land			SOR	Sorcery	

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price
Serendib Efreet	SC	R	•••	Anson Maddocks	U2	AN	5.00	Wild Growth	EL	C	••	Mark Poole	G	ALPHA	.50
Siren's Call	INS	UR	•••	Anson Maddocks	U	ALPHA	1.50								
Sleight of Mind	INT	R	•••••	Mark Poole	U	ALPHA	5.50	RED							
Spell Blast	INT	C	•••••	Brian Smalley	UX	ALPHA	.50	Alog	SC	C	••	Jesper Myrfors	R1	AQ	.50
Stasis	EN	R	•••	Fay Jones	U1	ALPHA	4.50	Burrowing	EC	C	•••	Mark Poole	R	ALPHA	1.00
Steal Artifact	EA	U	•••	Amy Weber	UU2	ALPHA	1.00	Chaoslace	INT	R	•••	Dameon Willich	R	ALPHA	2.50
Thoughtplace	INT	R	•••	Mark Poole	U	ALPHA	2.50	Disintegrate	SOR	C	•••••	Anson Maddocks	RX	ALPHA	.50
Unstable Mutation	EC	C	•••	Douglas Shuler	U	AN	.50	Dragon Whelp	SC	U	•••••	Amy Weber	RR2	ALPHA	2.50
Unsummon	INS	C	•••	Douglas Shuler	U	ALPHA	.50	Dwarven Warriors	SC	U	•••••	Douglas Shuler	R2	ALPHA	.50
Vesuvan Doppelganger	SC	R	•••••	Quinton Hoover	UU3	ALPHA	8.50	Dwarven Weaponsmith	SC	U	•••	Mark Poole	R1	AQ	1.00
Volcanic Eruption	SOR	R	•••	Douglas Shuler	UUUX	ALPHA	3.50	Earth Elemental	SC	U	•••	Dan Frazier	R3	ALPHA	1.50
Wall of Air	SC	U	•••	Richard Thomas	UU1	ALPHA	1.00	Earthbind	EC	C	•••	Quinton Hoover	R	ALPHA	.50
Wall of Water	SC	U	•••	Richard Thomas	UU1	ALPHA	.50	Earthquake	SOR	R	•••	Dan Frazier	RX	ALPHA	4.00
Water Elemental	SC	U	•••	Jeff A. Menges	UU3	ALPHA	1.50	Fire Elemental	SC	U	•••	Melissa Benson	RR3	ALPHA	1.50



3. • Use a creature. Each day of their journey, Jandor opened the saddlebags and found them full of maston, quince, cheese, deer rolls, wine, and all manner of delicious and satisfying foods.



4. • Use a creature. Jandor placed a Giant Badger on a Mountain. Once Jandor cast 2 + 2 + 1 and 1 + 1 + 1, the badger roared and charged at the Mastodon, causing it to retreat into the distant jungle. Hooray!

Jandor was one smart guy. For three mana, you get to untap a single creature. It's especially useful—and, for your attacking enemy, surprising—when your creature springs up to guard you out of nowhere. As pictured, combining the Saddlebags with the Giant Badger makes for some vicious blocking!

GREEN

Aspect of Wolf	EC	R	••••	Jeff A. Menges	G1	ALPHA	5.00								
Birds of Paradise	SC	R	•••••	Mark Poole	G	ALPHA	6.50								
• Channel	SOR	U	••	Richard Thomas	GG	ALPHA	1.00								
Cockatrice	SC	R	•••••	Dan Frazier	GG3	ALPHA	5.50								
Crow Wurm	SC	C	•••	Daniel Gelon	G64	ALPHA	.50								
Crumble	INS	U	••••	Jesper Myrfors	G	AQ	.50								
Desert Twister	SOR	U	••••	Susan Von Camp	G64	AN	2.00								
Elvish Archers	SC	R	••	Anson Maddocks	G1	ALPHA	4.00								
Fastbond	EN	R	••	Mark Poole	G	ALPHA	3.50								
Fog	INS	C	•••	Jesper Myrfors	G	ALPHA	.50								
Force of Nature	SC	R	•••••	Douglas Shuler	GG32	ALPHA	8.00								
Fungusaur	SC	R	••••	Daniel Gelon	G3	ALPHA	4.50								
Gaea's Liege	SC	R	•••••	Sondra Everingham	G63	ALPHA	6.50								
Giant Growth	INS	C	•••••	Sondra Everingham	G	ALPHA	.50								
Giant Spider	SC	C	••••	Jeff A. Menges	G1	ALPHA	.50								
Grizzly Bears	SC	C	••••	Dameon Willich	GX	ALPHA	1.00								
Hurricane	SOR	U	••••	Dameon Willich	G	ALPHA	1.00								
Instill Energy	EC	U	••••	Dameon Willich	G	ALPHA	1.00								
Ironroot Treefolk	SC	C	••••	Jesper Myrfors	G4	ALPHA	.50								
Kudzu	EL	R	••	Mark Poole	GG1	ALPHA	3.00								
Ley Druid	SC	U	••••	Sondra Everingham	G2	ALPHA	1.00								
Lifeforce	EN	U	••••	Dameon Willich	G6	ALPHA	1.00								
Lifelace	INT	R	••	Amy Weber	G	ALPHA	2.50								
Living Artifact	EA	R	•••	Anson Maddocks	G	ALPHA	3.50								
Living Lands	EN	R	•••	Jesper Myrfors	G3	ALPHA	3.50								
Ulanowar Elves	SC	C	•••••	Anson Maddocks	G	ALPHA	.50								
Lure	EC	C	•••••	Anson Maddocks	GG3	ALPHA	1.00								
Regeneration	EC	C	••••	Quinton Hoover	G1	ALPHA	.50								
• Regrowth	SOR	U	•••••	Dameon Willich	G1	ALPHA	2.00								
Scrib Sprites	SC	C	••••	Amy Weber	G	ALPHA	.50								
Shanodin Dryads	SC	C	••••	Anson Maddocks	G	ALPHA	.50								
Stream of Life	SOR	C	••••	Mark Poole	GX	ALPHA	.50								
Thicket Basilisk	SC	U	••••	Don Frazier	GG3	ALPHA	2.50								
Timber Wolves	SC	R	••••	Melissa Benson	G	ALPHA	4.00								
Titanic's Song	EN	R	••••	Kerstin Kaman	G3	AQ	3.00								
Tranquility	SOR	C	••••	Douglas Shuler	G2	ALPHA	.50								
Tsunami	SOR	U	••••	Richard Thomas	G3	ALPHA	1.00								
Verdurian Enchantress	SC	R	••••	Kev Brockschmidt	GG1	ALPHA	4.50								
Wall of Brambles	SC	U	••••	Anson Maddocks	G2	ALPHA	1.00								
Wall of Ice	SC	U	••••	Richard Thomas	G2	ALPHA	1.00								
Wall of Wood	SC	C	••••	Mark Tedin	G	ALPHA	.50								
Wanderlust	EC	C	••••	Cornelius Brudi	G2	ALPHA	.50								
War Mammoth	SC	C	••••	Jeff A. Menges	G3	ALPHA	.50								
Web	EC	R	••••	Rob Alexander	G	ALPHA	3.50								

WHITE

Animate Wall	EC	R	••	Dan Frazier	W	ALPHA	3.00
Armageddon	SOR	C	•••••	Jesper Myrfors	W1	ALPHA	4.50
Balance	SOR	C	•••••	Mark Poole	W1	ALPHA	4.50
Benalish Hero	SC	U	•••	Douglas Shuler	W	ALPHA	.50
Block Word	EC	C	•••••	Dan Frazier	W	ALPHA	.50
Blessing	EC	C	•••••	Julie Borch	WW	ALPHA	5.00
Blue Word	EC	C	•••••	Dan Frazier	W	ALPHA	.50
Castle	EN	U	•••••	Dameon Willich	W3	ALPHA	2.00
Circle of Protection: Black	EN	C	•••••	Jesper Myrfors	W1	ALPHA	.50
Circle of Protection: Blue	EN	C	•••••	Dameon Willich	W1	ALPHA	.50
Circle of Protection: Green	EN	C	•••••	Sandra Everingham	W1	ALPHA	.50
Circle of Protection: Red	EN	C	•••••	Mark Tedin	W1	ALPHA	.50
Circle of Protection: White	EN	C	•••••	Douglas Shuler	W1	ALPHA	.50
Conversion	EN	U	•••••	Jesper Myrfors	WW2	ALPHA	2.00
Crusade	EN	U	•••••	Mark Poole	WW	ALPHA	5.50
Death Ward	INS	C	•••••	Mark Poole	W	ALPHA	.50
Disenchant	INS	C	•••••	Amy Weber	W1	ALPHA	.50
Eye for an Eye	INS	C	•••••	Mark Poole	WW	AN	4.50
Farmstead	EL	U	•••	Mark Poole	WWWW	ALPHA	3.50
Green Ward	EC	C	•••••	Dan Frazier	W	ALPHA	.50
Guardian Angel	INS	C	•••••	Anson Maddocks	WX	ALPHA	.50
Healing Salve	EC	C	•••••	Dan Frazier	W	ALPHA	.50
Holy Armor	EC	C	•••••	Melissa Benson	W	ALPHA	.50
Holy Strength	EC	C	•••••	Anson Maddocks	W	ALPHA	.50
Island Sanctuary	EN	U	•••••	Mark Poole	W1	ALPHA	4.00
Karma	EN	U	•••••	Richard Thomas	WW2	ALPHA	1.00
Lance	EC	C	•••••	Rob Alexander	W	ALPHA	1.50
Mesa Pegasus	SC	U	•••••	Melissa Benson	W1	ALPHA	.50
Northern Paladin	SC	R	•••••	Douglas Shuler	WW2	ALPHA	7.00
Pearled Unicorn	SC	U	•••••	Cornelius Brudi	W2	ALPHA	.50
Personal Incarnation	SC	U	•••••	Kev Brockschmidt	WWB	ALPHA	6.00
Purloace	INT	R	•••••	Sandra Everingham	W	ALPHA	2.50
Red Ward	EC	C	•••••	Dan Frazier	W	ALPHA	.50
Resurrection	INS	R	•••••	Dameon Willich	WW2	ALPHA	1.00
Reverse Damage	INS	R	•••••	Dameon Willich	WW1	ALPHA	5.00
Reverse Polarity	INS	R	•••••	Justin Hampton	WW	AQ	.50
Righteousness	INS	R	•••••	Douglas Shuler	W	ALPHA	5.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Origin	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Samite Healer	SC	C	***	Tom Wenerstrand	W1	ALPHA	.50	Khabal Ghoul	SC	R	****	Douglas Shuler	B2	27.50
Savannah Lions	SC	R	***	Daniel Geron	W	ALPHA	4.00	Gets a +1/+1 token at end of turn for each creature that was destroyed that turn. 1/1.						
Serra Angel	SC	U	****	Douglas Shuler	WW3	ALPHA	.50	Oubliette	EN	C	***	Douglas Shuler	BB1	5.50
Swords to Plowshares	INS	U	****	Jeff A. Menges	W	ALPHA	1.50	Place target creature out of play.						
Veteran Bodyguard	SC	R	***	Douglas Shuler	WW3	ALPHA	6.50	Sorceress Queen	SC	R	****	Kojo Foglio	BB1	10.00
Wall of Swords	SC	U	***	Mark Tedin	W3	ALPHA	2.00	T: Make another creature 0/2 until end of turn. Special characteristics and enchantments on creature are not affected. 1/1.						
White Knight	SC	U	***	Daniel Geron	WW	ALPHA	2.00	Stone-Throwing Devils	SC	C	***	Ken Meyer Jr.	B	3.50
White Ward	EC	U	***	Don Frazier	W	ALPHA	.50	First strike. 1/1.						
Wrath of God	INS	R	***	Quinton Hoover	WW2	ALPHA	5.00							
LANDS														
Bodlands	LAN	R	***	Rob Alexander		ALPHA	6.00							
Bayou	LAN	R	***	Jesper Myrfors		ALPHA	6.00							
Forest	LAN	C	—	Christopher Rush		ALPHA	.05							
Island	LAN	C	—	Mark Poole		ALPHA	.05							
Mountain	LAN	C	—	Douglas Shuler		ALPHA	.05							
Plains	LAN	C	—	Jesper Myrfors		ALPHA	.05							
Plateau	LAN	R	***	Cornelius Brudi		ALPHA	7.00							
Savannah	LAN	R	***	Rob Alexander		ALPHA	6.00							
Scrubland	LAN	R	***	Jesper Myrfors		ALPHA	6.00							
Swamp	LAN	C	—	Don Frazier		ALPHA	.05							
Toiga	LAN	R	***	Rob Alexander		ALPHA	6.00							
Tropical Island	LAN	R	***	Jesper Myrfors		ALPHA	6.00							
Tundra	LAN	R	***	Jesper Myrfors		ALPHA	6.00							
Underground Sea	LAN	R	***	Rob Alexander		ALPHA	6.00							
Volcanic Island	LAN	R	***	Brian Snoddy		BETA	6.00							

ARABIAN NIGHTS

Booster Pack \$50.00
 Booster Box \$3,000.00
 Full Set (77) \$600.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARTIFACTS						
Aladdin's Lamp	ART	U	***	Mark Tedin	10	5.00
X, T: Instead of usual draw, draw X cards but take only one into hand. Shuffle the leftovers and put them at bottom of library.						
Aladdin's Ring	ART	U	***	Don Frazier	8	7.00
8, T: Do 4 damage to any target.						
Bottle of Suleiman	ART	R	***	Jesper Myrfors	4	5.50
1: Flip a coin. If opponent wins, do 5 damage to you and discard Bottle of Suleiman. Otherwise, immediately replace Bottle of Suleiman with a Djinn token, which is a 5/5 flying artifact creature.						
Brass Man	AC	U	***	Christopher Rush	1	1.50
Pay 1 during upkeep to untap. 1/3.						
City in a Bottle	ART	R	—	Drew Tucker	2	13.50
Remove all Arabian Nights cards from play; prevent new ones from being put into play.						
Dancing Scimitar	AC	R	***	Anson Maddocks	4	5.00
Flying. 1/5.						
Ebony Horse	ART	R	—	Dameon Willich	3	4.50
2. Untap one of your attacking creatures. Treat target as if it never attacked, except that defenders assigned to block it may not block another creature.						
Flying Carpet	ART	R	****	Mark Tedin	4	6.00
2, T: Give one creature flying ability until end of turn. If target is destroyed before end of turn, so is Flying Carpet.						
Jandor's Ring	ART	R	—	Don Frazier	6	4.00
2, T: Discard a card you just drew, and draw another to replace it.						
Jandor's Saddlebags	ART	R	****	Dameon Willich	2	8.00
3, T: Untap a creature.						
• Jeweled Bird	ART	R	—	Amy Weber	1	6.00
T: Exchange Bird for your ante, then draw a new card.						
Pyramids	ART	R	—	Amy Weber	6	20.00
2: Prevent a land from being destroyed. 2: Remove an enchantment from a land.						
Ring of Ma'ru'f	ART	R	****	Don Frazier	5	25.00
5: Sacrifice Ring of Ma'ru'f to select a card from outside the game instead of drawing.						
Sandals of Abdallah	ART	R	—	Don Frazier	4	7.00
2: Give islandwalk to a creature until end of turn. If target creature is destroyed before end of turn, so is Sandals of Abdallah.						

BLACK

Cuorboi Witches	SC	C	***	Kojo Foglio	BB	3.50
T: Each player does 1 damage to any target. 1/3.						
El-Hajjaj	SC	R	***	Dameon Willich	BB1	9.00
Gain 1 life for every point of damage El-Hajjaj inflicts. 1/1.						
Erg Raiders	SC	C	—	Dameon Willich	B1	1.00
Lose 2 life at end of turn if Erg Raiders don't attack, except in the turn when they're summoned. 2/3.						
Guardian Beast	SC	R	****	Ken Meyer Jr.	B3	50.00
If unblocked, prevents the stealing, destruction, or enchantment of your non-creature artifacts. 2/4.						
Hasmron Ogress	SC	C	—	Don Frazier	BB	2.00
Pay 2 when Hasmron Ogress attacks or lose 2 life. 3/2.						
Junjun Efreet	SC	R	***	Christopher Rush	BB1	17.00
Flying. Pay BB during upkeep or Junjun Efreet is destroyed. 3/3.						
Juzom Djinn	SC	R	****	Mark Tedin	BB2	40.00
Lose 1 life during upkeep. 5/5.						



Try holding this instant for an attacking weenie horde and watch them go bye-bye. Sandstorm's even better than a quick Pestilence since it's a surprise move and won't hurt your creatures. In a tournament deck, consider it for your sideboard.

GREEN

Cyclone	EN	R	—	Mark Tedin	GG2	8.50
Add 1 token per upkeep. Pay G for each token to do 1 damage per token to all players and creatures. Destroy Cyclone if G is not paid for each token.						
Desert Twister	SOR	U	****	Susan Van Camp	Cost: GG4	3.00
Drop of Honey	EN	R	—	Anson Maddocks	G	21.00
Drop of Honey	EN	R	—	Anson Maddocks	G	21.00
Drop of Honey	EN	R	—	Anson Maddocks	G	21.00
Drop of Honey	EN	R	—	Anson Maddocks	G	21.00
Erhan Djinn	SC	R	—	Ken Meyer Jr.	G3	18.50
Erhan Djinn	SC	R	—	Ken Meyer Jr.	G3	18.50
Ghazbon Ogre	SC	C	—	Jesper Myrfors	G	2.50
Ghazbon Ogre	SC	C	—	Jesper Myrfors	G	2.50
Metamorphosis	SOR	C	—	Christopher Rush	G	2.50
Metamorphosis	SOR	C	—	Christopher Rush	G	2.50
Naf's Asp	SC	C	—	Christopher Rush	G	3.50
Naf's Asp	SC	C	—	Christopher Rush	G	3.50
Sandstorm	INS	C	—	Brian Snoddy	G	3.00
Sandstorm	INS	C	—	Brian Snoddy	G	3.00
Singing Tree	SC	R	****	Rob Alexander	G3	25.00
Singing Tree	SC	R	****	Rob Alexander	G3	25.00
Singing Tree	SC	R	****	Rob Alexander	G3	25.00
1: Reduce attacking creature's power to 0 until end of turn. 0/3						

• • Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature	
AC	Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	INS	Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Wyluli Wolf T: Give a creature +1/+1 until end of turn. 1/1.	SC	C	****	Susan Van Camp	\$1	4.00
RED						
Aladdin RR1: Steal artifact. 1/1.	SC	R	****	Julie Barsh	RR2	26.50
Ali Baba R: Tap a wall. 1/1.	SC	R	***	Julie Barsh	R	10.50
Ali from Cairo You cannot be reduced below 1 life due to damage while Ali is in play. 0/2.	SC	R	****	Mark Poole	RR2	5.25
Bird Maiden Flying. 1/2.	SC	C	**	Jeff A. Menges	R2	3.00
Desert Nomads Desertwalk. Immune to damage from Deserts. 2/2.	SC	C	**	Christopher Rush	R2	3.00
Hurr Jackal T: Prevent creature from regenerating this turn. 1/1.	SC	C	***	Drew Tucker	R	3.00
Kird Ape Kird Ape gains +1/+2 while controller has forests in play. 1/1.	SC	C	***	Ken Meyer Jr.	R	2.00
Magnetic Mountain To untap a blue creature, controller must spend 4 during upkeep in addition to other requirements.	SC	R	***	Susan Van Camp	RR1	6.00
Big blue-deck killer!						
Mjøe Djinn SC	R	***	Susan Van Camp	RRR	8.00	
If Mjøe Djinn attacks, flip a coin. If opponent wins flip, Mjøe Djinn taps but does not attack. 6/3.						
Rukh Egg SC	C	****	Christopher Rush	R3	7.50	
If destroyed, a 4/4 flying red token creature is put into play at end of turn. 0/3.						
Ydwen Efreet SC	R	*	Drew Tucker	RRR	11.00	
Flip a coin when defending. If opponent wins flip, opponent may decide whether or not Ydwen Efreet blocks. 3/6.						

WHITE						
Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Abu Ja'far If Abu Ja'far is destroyed in combat, all creatures blocked or blocking Abu are destroyed and cannot regenerate. 0/1.	SC	R	****	Ken Meyer Jr.	W	12.00
Army of Allah +2/+0 to all attacking creatures until end of turn.	INS	C	****	Brian Snoddy	WW1	4.50
Camel Bonds. Camel gives immunity to Desert damage to all those bonded with it. 0/1.	SC	C	*	Sandra Everingham	W	2.50
Eye for an Eye INS	R	****	Mark Poole	WW	9.00	
Do as much damage to controller of a creature, spell, or effect as said creature, spell, or effect does to you.						
Jihad +2/+1 to white creatures while chosen color of opponent's is in play. Discard Jihad if no cards of that color are in play.	EN	R	****	Brian Snoddy	WWW	32.50
King Suleiman T: Destroy an Efreet or Djinn. 1/1.	SC	R	**	Mark Poole	W1	14.00
Moorish Cavalry SC	C	***	Dameon Willich	WW2	4.50	
Trample. 3/3.						
Piety +0/+3 to all defending creatures until end of turn.	INS	C	**	Mark Poole	W2	2.50
Repentant Blacksmith SC	R	***	Drew Tucker	W1	11.00	
Protection from red. 1/2.						
• Shahrazad Players must suspend game in progress and play a game of Magic with their current libraries. Loser of that game loses half of life points in the original game.	SOR	R	*	Kaja Foglio	WW	13.00
War Elephant SC	C	****	Kristen Bishop	W3	5.00	
Bonds, trample. 2/2.						



The best "special" card out yet. Use Arena to have your bigger creatures beat up on your opponent's smaller ones, tap your enemy's defending creatures just before the start of your turn, and then again on your turn to really cripple her defenses!

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Bazaar of Baghdad T: Draw 2 cards from your library; immediately discard 3 cards from your hand.	LAN	R	**	Jeff A. Menges	15.00	
City of Brass T: Add 1 mana of any color. Take 1 damage when City of Brass is tapped.	LAN	R	****	Mark Tedin	25.00	
Desert T: Add 1. T: Do 1 damage to any attacking creature after it deals damage.	LAN	C	***	Jesper Myrfors	5.00	
Diamond Valley T: Sacrifice a creature to gain life equal to its toughness.	LAN	R	*****	Brian Snoddy	35.00	

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Elephant Graveyard T: Add 1. T: Regenerate an Elephant or Mammoth.	LAN	R	***	Rob Alexander		24.00
Island of Wak-Wak T: Reduce the power of one flying creature to 0 until end of turn.	LAN	R	*****	Douglas Shuler		25.00
• Library of Alexandria T: Add 1 to your mana pool. T: Draw one card from your library if you have exactly 7 cards in hand.	LAN	R	*****	Mark Poole		25.00
Oasis T: Negate 1 damage to any creature.	LAN	R	***	Brian Snoddy		8.00

ANTIQUITIES

Booster Pack	\$15.00
Booster Box	\$750.00
Full Set (85)	\$375.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Amulet of Kroog T: Prevent 1 damage to any target.	ART	C	**	Margaret Organ-Keen	2	.50
Armageddon Clock Add counter during upkeep. At the end of your upkeep, do 1 damage for each counter on Clock. Anyone may spend 4 during any upkeep to remove a counter.	ART	U	**	Amy Weber	6	5.00
Ashnod's Alter O: Sacrifice one of your creatures in play to add 2 to your mana pool (play as an interrupt).	ART	U	*	Anson Maddocks	3	3.50
Ashnod's Battle Gear 2: Make one of your creatures +2/-2 for as long as Ashnod's Battle Gear is tapped. You may choose to leave Ashnod's Battle Gear tapped.	ART	U	**	Mark Poole	2	4.50
Ashnod's Transmogrify Make target non-artifact creature an artifact creature with +1/+1 (it retains its original color as well). Discard Ashnod's Transmogrify after it has been used.	ART	U	***	Mark Tedin	1	3.50
Battering Ram Bonds when attacking. Battering Ram destroys any wall blocking it, but walls deal their damage before dying. 1/1.	AC	C	**	Jeff A. Menges	2	1.50
• Bronze Tablet 4: Target an opponent's card in play; remove target and Bronze Tablet from game (play as an interrupt). You now own target card, and your opponent now owns Bronze Tablet. Exchange is permanent. Opponent may counter Bronze Tablet by sacrificing 10 life. Bronze Tablet enters play tapped.	ART	R	*	Tom Wönerstrand	6	9.50
• Candelabra of Tawnos X: Untap X separate lands.	ART	R	*****	Douglas Shuler	1	20.00
Clay Statue 2: Regenerates. 3/1.	AC	C	***	Jesper Myrfors	4	1.00
Clockwork Avian Flying. Put four +1/+0 counters on Clockwork Avian. Whenever Avian attacks or blocks, discard a counter. During his or her upkeep, controller may purchase lost counters for 1 per counter, which taps Avian. 0/4.	AC	R	***	Randy Asplund-Faith	5	15.00
Colossus of Sardis Trample. Colossus does not untap as normal in your untap phase, you may spend 9 in your upkeep to untap Colossus. 9/9.	AC	R	*****	Jesper Myrfors	9	20.00
Coral Helm ART	R	**	Amy Weber	3	6.50	
3: Give target creature +2/+2 until end of turn. Whenever you use this ability, randomly discard a card from your hand. Coral Helm cannot be used unless you have cards in hand.	ART	R	***	Richard Thomas	4	4.00
Cursed Rock Opponent must discard 4 cards during discard phase.	ART	U	**	Mark Tedin	1	9.00
Dragon Engine 2: +1/+0 until end of turn. 1/3.	AC	C	**	Anson Maddocks	3	2.00
• Feldon's Cane O: Reshuffle your graveyard into your library. Remove Feldon's Cane from game when it is used, returning it to its owner's deck after the game is over.	ART	U	***	Kerstin Kaman	4	8.00
Golgотhian Sylex 1: Discard all Antiquities cards, including Golgotian Sylex, from play.	ART	R	*	Don Frazier	4	1.00
Grapeshot Catapult T: Do 1 damage to a target flying creature. 2/3	AC	C	***	Pete Venters	4	3.00
• Ivory Tower Take 1 life for each card over four you have in hand during upkeep.	ART	U	*****	Margaret Organ-Keen	1	6.00
Julum Tome 2: Draw a card from your library and discard a card of your choosing to your graveyard.	ART	R	***	Tom Wönerstrand	3	5.00
Mightystone All attacking creatures gain +1/+0.	ART	U	**	Kaja Foglio	2	4.00
Millstone 2: T: Take the top 2 cards from target player's library and place them in target player's graveyard.	ART	U	***	Mishra's War Machine	7	7.00
Mishra's War Machine Bonds. Discard 1 card from your hand during upkeep or Mishra's War Machine taps to do 3 damage to you. 5/5.	AC	R	*			
Obelisk of Undoing 6: Take any of your permanents in play back to your hand, discarding enchantments on such cards.	ART	R	**			
Onulet If Onulet is placed in graveyard, its controller takes 2 life. 2/2.	AC	U	**			
Ornithopter Flying. 0/2.	AC	C	**	Amy Weber	0	1.00
Primal Clay When cast, choose whether to make Primal Clay a 1/6 wall, 3/3 ground creature, or 2/2 flying creature.	AC	U	**	Kaja Foglio	6	5.00
Rock, The Do 1 damage for each card under three opponent has in hand during upkeep.	ART	U	***	Richard Thomas	1	1.50
Rakalite 2: Prevent 1 damage to any target. Rakalite returns to owner's hand when used.	ART	U	**	Kristen Bishop	6	2.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Rocket Launcher	ART	U	***	Pete Venters	4	5.50	graveyard.						
2: Do 1 damage to any target. If it is used, Rocket Launcher is destroyed at end of turn. Rocket Launcher may not be used until it begins a turn in play on your side.							Transmute Artifact	SOR	U	***	Anson Maddocks	UU	4.00
Shapeshifter	AC	R	****	Dan Frazier	6	12.00	Choose an artifact from your library and immediately place it in play; also, choose an artifact in play that you control and put it in its owner's graveyard. If the new artifact's casting cost exceeds the discarded one's, pay the difference or Transmute Artifact doesn't succeed and both artifacts are discarded. Shuffle your library after playing Transmute Artifact.						
*=any number from 0 to 6. Choose * when Shapeshifter is cast and during your upkeep.													
Staff of Zegon	ART	C	*	Mark Poole	4	.50							
3: Make target creature -2/-0 until end of turn. Creatures with power less than 1 deal no damage													
Su-Chi	AC	U	*	Christopher Rush	4	3.50							
When Su-Chi goes to the graveyard, its controller gets 4 colorless mana. 4/4.													
Tablet of Epityr	ART	C	*	Christopher Rush	1	.50							
1: Take 1 life each time an artifact is placed in the graveyard. Can only give 1 life for each time an artifact is placed in the graveyard.													
Townes's Coffin	ART	R	****	Christopher Rush	4	18.00							
3: Take a creature out of play. Target is considered out of play for as long as Coffin remains tapped. If Coffin is untapped or removed, creature returns to play tapped. You may choose not to leave Coffin tapped.													
Townes's Wand	ART	U	**	Douglas Shuler	4	3.50							
2: Make a target creature with power no greater than 2 unblockable except by artifact creatures until end of turn. Target's power may be increased after defense is chosen.													
Townes's Weaponry	ART	U	***	Dan Frazier	2	3.50							
2: Target creature gets +1/+1 as long as Townes's Weaponry remains tapped. You may choose not to untap Townes's Weaponry during untap phase.													
Tetravus	AC	R	***	Mark Tardin	6	16.50							
Flying. Give Tetravus three +1/+1 counters when cast. In your upkeep, you may move some of these counters on or off Tetravus. Counters that are off of Tetravus become independent 1/1 flying artifact creatures that, when killed, are removed from play. The counters may not be targeted by enchantments cast or shore enchantments on Tetravus. 1/1.													
Triskelion	AC	R	****	Douglas Shuler	6	12.50							
Give Triskelion three +1/+1 counters when cast. Discard a +1/+1 counter to do 3 damage to any target. 1/1.													
Urza's Avenger	AC	R	****	Amy Weber	6	17.50							
0: Avenger loses -1/-1 and you may give it either flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative. 4/4.													
Urza's Chalice	ART	C	**	Jeff A. Menges	1	.50							
1: Take 1 life for any artifact cast. Can only give 1 life for each time an artifact is cast.													
Urza's Miter	ART	R	**	Randy Asplund-Faith	3	8.00							
3: Draw one card from your library whenever one of your artifacts goes to the graveyard. You may only draw one card per artifact destruction. Urza's Miter may not be used when you destroy an artifact to gain benefits from another card.													
Wolf of Spears	AC	U	**	Sandra Everingham	3	3.50							
First strike, counts as a wall. 2/3.													
Wedstone	ART	U	**	Justin Hampton	4	3.00							
All attacking creatures lose -1/-0. Those creatures with power less than 1 deal no damage													
Yotan Soldier	AC	C	***	Christopher Rush	3	2.00							
Yotan Soldier does not tap when attacking. 1/4.													
BLACK													
Artifact Possession	EA	C	**	Christopher Rush	82	.50							
Do 2 damage to target artifact's controller whenever target artifact is tapped or its activation cost is paid. Has no effect when cast on a continuous artifact.													
Gate to Phyrexia	EN	U	***	Sandra Everingham	88	3.00							
Sacrifice one of your creatures during your upkeep to destroy any one artifact.													
Mounting Wind	EN	U	**	Jeff A. Menges	B3	3.50							
Do 1 damage to artifact's controller each time an artifact in play is tapped or its activation cost is paid.													
Phyxion Gremmils	SC	C	****	Amy Weber	82	1.50							
1: Tap an artifact. As long as Gremmils remain tapped, that artifact does not untap normally during its controller's untap phase. You may choose not to untap Gremmils. 1/1.													
Priest of Yawgmoth	SC	C	*	Mark Tardin	B1	.50							
1: Sacrifice an artifact and add to your mana pool enough black mana to equal its casting cost. 1/2.													
Xenic Poltergeist	SC	U	***	Dan Frazier	BB1	3.50							
T: Turn target non-creature artifact into an artifact creature with both power and toughness equal to its casting cost and with its original abilities. This effect lasts until your next upkeep. 1/1.													
Yawgmoth Demon	SC	R	**	Sandra Everingham	BB4	14.50							
Flying, first strike. During your upkeep, sacrifice one of your artifacts in play or Yawgmoth Demon taps to do 2 damage to you. 6/6.													
BLUE													
Draena's Restoration	SOR	C	**	Amy Weber	U	1.00							
Take as many artifacts as you like from target player's graveyard and place them on top of his or her library in any order.													
Energy Flux	EN	U	***	Koja Foglio	U2	2.00							
Each artifact requires 2 during upkeep or it must be discarded.													
Hurkyl's Recall	IHS	R	***	Né Né Thomas	U1	7.00							
Rehim all artifacts in play owned by target player to owner's hand; enchantments on those artifacts are discarded.													
Power Artifact	EA	U	**	Douglas Shuler	UU	4.00							
Reduce the activation cost of a target artifact by 2. Activation cost becomes 1 if Power Artifact would reduce activation cost below 1. Has no effect on artifacts with an activation cost of 1 or less.													
Reconstruction	SOR	C	***	Anson Maddocks	U	1.00							
Bring an artifact from your graveyard into your hand.													
Sage of Lot-Nam	SC	C	*	Pete Venters	U1	.50							
T: Draw a card from your library. Each time you do this, place one of your artifacts in play in the													
RED													
Artifact Blast	INT	C	*	Mark Poole	R	1.00							
Counter any artifact as if it is being cast.													
Atog	SC	C	**	Jesper Myrfors	R1	.50							
0: +2/+2; sacrifice one of your artifacts in play. 1/2.													
Detonate	SOR	U	**	Randy Asplund-Faith	RX	4.50							
T: Target an artifact; X is the casting cost of the target artifact. Detonate destroys target artifact, doing X points of damage to artifact's controller. Artifact creatures destroyed by Detonate may not be regenerated.													
Dwurwen Weaponsmith	SC	U	***	Mark Poole	R1	1.50							
T: During upkeep, add a +1/+1 counter to any creature. Sacrifice an artifact each time you use this ability. 1/1.													
Goblin Artisan	SC	U	**	Julie Baroh	R	3.50							
If desired, top Goblin Artisan as you cast an artifact, and flip a coin. If opponent wins flip, your artifact is countered. Otherwise, draw another card from your library. You may use this ability only once for each time you cast an artifact. 1/1.													
Orcish Mechanics	SC	C	***	Pete Venters	Cost R2	1.00							
T: Do 2 points of damage to any target. Each time you use this ability, place one of your artifacts in play in the graveyard. 1/1.													
Shatterstorm	SOR	R	***	Mark Poole	RR2	5.00							
Bury all artifacts in play. Artifact creatures may not be regenerated.													
WHITE													
Argivian Archaeologist	SC	R	*****	Amy Weber	WW1	21.00							
2, T: Bring an artifact from your graveyard to your hand. 1/1													
Argivian Blacksmith	SC	C	**	Kerstin Kaman	WW1	1.00							
T: Negotiate 2 damage to target artifact creature. 2/2.													



•	•	Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt Land	SC	SOR	Summon Creature
AC		Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchantment	IHS	Instant	LAN				

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Artifact Ward	EC	C	••	Douglas Shuler	W	1.00	Mana Matrix	ART	R	••	Mark Tedin	6	11.00
Target creature may not be blocked by artifact creatures. Damage taken from an artifact source is reduced to 0. Target creature is not affected by artifact effects that target it.							Pay 2 colorless mana less than casting cost of instant, interrupt, or enchantment.						
Circle of Protection: Artifact	EN	U	••••	Pete Venters	W1	13.00	Marble Priest	AC	U	•	Melissa Benson	5	4.00
2: Prevent all damage against you from an artifact source.							All walls able to block Marble Priest must do so. Marble Priest takes no damage in combat from walls.						
Damping Field	EN	U	•	Justin Hampton	W2	3.00	Mirror Universe	ART	R	••••	Phil Foglio	6	40.00
No one may untap more than one artifact in each of his or her own untap phases.							1: Sacrifice Mirror Universe during your upkeep to trade life points with opponent. The exchange of life may not be countered. Mirror Universe comes in tapped.						
Martyrs of Korlis	SC	U	•••	Margaret Organ-Keen	WW3	5.00	North Star	ART	R	•••	Kaja Foglio	4	10.50
Damage done to you by artifacts is instead done to Martyrs of Korlis unless Martyrs of Korlis is tapped. Only one Bodyguard of your choice may take damage for you in this manner per turn.							4, T: You may cast one spell this turn using mana of any color.						
1/6.							Nova Pentače	ART	R	•••	Richard Thomas	4	12.00
Reverse Polarity	INS	C	•••	Justin Hampton	WW	1.00	3, T: Redirect all damage done to you by one source to target creature of opponent's choice.						
All damage you have taken from all artifacts this turn is retroactively added to, not subtracted from, your life total. Treat subsequent damage this turn normally.													

LANDS

Mishra's Factory	LAN	U	••••	Kaja & Phil Foglio	10.00
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Spring, fall, and winter pictures.					
Mishra's Factory	LAN	U	••••	Kaja & Phil Foglio	11.00
T: Add 1 to your mana pool or give any Assembly Worker +1/+1 until end of turn. 1: Mishra's Factory becomes Assembly Worker, a 2/2 artifact creature, until end of turn. Still considered a land as well. Summer picture.					
• Mishra's Workshop	LAN	R	•••	Kaja Foglio	12.00
T: Add 3 to your mana pool. This mana may only be used to cast artifacts.					
Strip Mine	LAN	U	•••••	Daniel Gelon	10.00
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice.					
Strip Mine	LAN	U	•••••	Daniel Gelon	12.00
T: Add 1 to your mana pool or place Strip Mine in your graveyard and destroy one land of your choice. Picture with tower in the strip mine.					
Urza's Mine	LAN	C	••	Anson Maddock	2.00
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.					
Urza's Power Plant	LAN	C	••	Mark Tedin	2.00
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 2 to your mana pool.					
Urza's Tower	LAN	C	••	Mark Poole	2.50
T: Add 1 to your mana pool if you have Urza's Mine, Urza's Tower and Urza's Power Plant in play at the same time, tap to add 3 to your mana pool.					



LEGENDS

Booster Pack	\$30.00
Booster Box	\$1,200.00
Full Set (310)	\$1,100.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARTIFACTS						
Al-abora's Carpet	ART	R	••••	Kaja Foglio	5	10.00
5, T: Prevent all damage done to you by attacking non-flying creatures.						
Alchor's Tomb	ART	R	••••	Harold McNeill	4	12.00
2, T: Change the color of target permanent you control.						
Arena of the Ancients	ART	R	•	Tom Wenerstrand	3	10.00
Top all Legends when casting Arena. Legends do not untap normally during untap phase						
Black Mana Battery	ART	U	•••	Anson Maddock	4	7.00
2, T: Add a counter to Black Mana Battery. T: Add B to your mana pool. Remove as many counters as you wish, add B for each counter removed (play as an interrupt)						
Blue Mana Battery	ART	U	•••	Amy Weber	4	6.00
2, T: Add a counter to Blue Mana Battery. T: Add U to your mana pool. Remove as many counters as you wish, add U for each counter removed (play as an interrupt)						
Bronze Horse	AC	R	••	Mark Poole	7	10.00
Trample. Reduce to 0 all damage to Bronze Horse by spells targeting it whenever you control an additional creature.						
Forethought Amulet	ART	R	•••	Melissa Benson	5	12.00
Pay 3 during upkeep or destroy Forethought Amulet. Prevent all damage over 2 done to you by a sorcery or instant.						
Gauntlets of Chaos	ART	R	••••	Dan Frazier	5	15.00
Sacrifice Gauntlets of Chaos to take control of a land, creature, or artifact. The target's former controller may then control one of your permanents of the same type. Control of these permanents reverts when the game ends. Destroy enchantments on traded permanents.						
Green Mana Battery	ART	U	•••	Christopher Rush	4	6.00
2, T: Add a counter to Green Mana Battery. T: Add G to your mana pool. Remove as many counters as you wish, add G for each counter removed (play as an interrupt).						
Horn of Decieving	ART	R	••••	Dan Frazier	4	12.00
2, T: Target creature deals no damage in combat this turn.						
Knowledge Vault	ART	R	•••	Amy Weber	4	10.00
2, T: Place a card from your library under Knowledge Vault without looking at it. Sacrifice Vault to discard your entire hand, replacing it with the cards under Knowledge Vault.						
Kry Shield	ART	U	••	Richard Thomas	2	3.00
2, T: Give target creature you control +0/+X until end of turn, where X is the target's casting cost. Target deals no damage this turn.						
Life Chisel	ART	U	•••	Anthony Waters	4	4.00
During your upkeep, sacrifice a creature you control to take life equal to creature's toughness.						
Life Matrix	ART	R	••••	Amy Weber	4	12.00
4, T: Put a counter on target creature during upkeep. Remove counter to regenerate creature.						

Rust is a little-used spell that can result in some big-time effects. The classic play is to thwart the explosion of a Nevinyrral's Disk, panicking the guy with the finger on the now-useless Panic Button. Rust's strength lies in surprise. At critical moments, prevent your opponent from using an Icy Manipulator, Celestial Prism, or Aladdin's Ring and watch the match turn in your favor!

Planar Gate	ART	R	•••	Melissa Benson	6	12.00
Pay 2 colorless mana less when casting a summon spell.						
Red Mana Battery	ART	U	•••	Mark Tedin	4	6.00
2, T: Add a counter to Red Mana Battery. T: Add R to your mana pool. Remove as many counters as you wish, add R for each counter removed (play as an interrupt)						
Relic Barrier	ART	U	••	Harold McNeill	2	4.50
T: Top target artifact.						
Ring of Immortals	ART	R	•	Melissa Benson	5	10.00
3, T: Counter interrupt or enchantment targeting a permanent you control (play as an interrupt).						
Sentinel	AC	R	•••	Randy Asplund-Faith	4	10.00
•=1 when cast. When blocking, you may make • equal 1 + the power of the creature Sentinel blocks. When attacking, you may make • equal 1 + the power of creature blocking Sentinel. 1/•.						
Serpent Generator	ART	R	••••	Mark Tedin	6	22.00
4, T: Put a Poison Snake token, which is a 1/1 artifact creature, in play. If Poison Snake damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters.						
Sword of the Ages	ART	R	••••	Christopher Rush	6	20.00
Enters play tapped. 1: Sacrifice Sword of the Ages and any number of creatures to do damage to one target equal to combined amount of creature's power. Remove Sword of the Ages and sacrificed creatures from the game.						
Triassic Egg	ART	R	•••	Don Frazier	4	11.00
3, T: Sacrifice Triassic Egg to put any creature in hand or graveyard directly in play. Treat this creature as if just summoned.						
Voodoo Doll	ART	R	••	Sondra Everingham	6	10.00
Put a counter on Voodoo Doll during upkeep. If Voodoo Doll is untapped at the end of your turn, it does X damage to you and is destroyed. X is the number of counters on Doll. XX, T: Do X damage to one target						
White Mana Battery	ART	U	•••	Anthony Waters	4	6.00
2, T: Add a counter to White Mana Battery. T: Add W to your mana pool. Remove as many counters as you wish, add W for each counter removed (play as an interrupt).						
BLACK						
Abomination	SC	U	•••	Mark Tedin	BB3	5.00
Green or white creatures blocking or blocked by Abomination are destroyed after combat. 2/6.						
Abyss, The	EW	R	•••	Pete Venters	B3	20.00
Each player must bury a target non-artifact creature he or she controls during upkeep.						
All Hallow's Eve	EN	R	•••	Christopher Rush	BB2	25.50
Put 2 counters on All Hallow's Eve when cast. Remove a counter during your upkeep. After the last counter is removed, everyone takes all creatures in their graveyards and puts them directly into play. Treat them as if just summoned.						
Blight	EL	U	••	Pete Venters	BB	4.50
If target land is tapped, destroy it at end of turn.						
Corrion Ants	SC	R	••••	Richard Thomas	BB2	27.00
1: +1/+1 until end of turn. 0/1.						
Chains of Mephistopheles	EN	R	•	Heather Hudson	B1	10.50
Except for the first card drawn in draw phase, every player must discard a card in hand before draw.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Cosmic Horror	SC	R	***	Jesper Myrfors	BBB3	11.00	Shimion Night Stalker	SC	U	***	Jesper Myrfors	BB3	5.50
First strike. Pay BBB3 during upkeep or Cosmic Horror does 7 damage to you and is destroyed.							Redirect all damage done to you from a creature to Shimion Night Stalker instead.						
Cyclopean Mummy	SC	C	*	Edward Beard Jr.	B1	.50	Spirit Shackles	EC	C	**	Edward Beard Jr.	BB	1.50
Remove Mummy from game if it goes to graveyard. 2/1.							Put a -0/-2 counter on target creature every time it taps. Counters remain even if Spirit Shackles is removed.						
Darkness	INS	C	***	Harold McNeill	B	1.00	Syphon Soul	SOR	C	***	Melissa Benson	B2	1.00
Creatures attack and block as normal but deal no damage.							Do 2 damage to all players except caster. Caster takes life points equal to damage done by the Syphon Soul.						
Demonic Torment	EC	U	***	Anson Maddocks	B2	4.50	Takklemaggot	EC	U	**	Daniel Gelon	BB2	4.50
Target creature deals no damage during combat and may not attack.							Put a 0/+1 counter on target creature during controller's upkeep. If creature goes to graveyard, its controller chooses a new target for Takklemaggot. If no new targets exist, Takklemaggot permanently becomes an enchantment and does 1 damage during upkeep to the controller of the last creature Takklemaggot enchanted.						
Evil Eye Orms-By-Gore	SC	U	**	Jesper Myrfors	B4	5.00	Touch of Darkness	INS	U	***	Pete Venters	B	4.00
Your creatures may not attack, except for Evil Eye. Evil Eye may only be blocked by walls. 3/6.							Change the color of one or more target creatures to block until end of turn. Choose which and how many creatures are targeted.						
Fallen Angel	SC	U	****	Douglas Shuler	BB3	9.00	Transmutation	INS	C	***	Susan Van Camp	B1	1.00
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn. 3/3.							Target creature's power and toughness are switched until end of turn. Effects altering power alter toughness instead, and vice versa.						
Ghosts of the Damned	SC	C	*	Edward Beard Jr.	BB1	.50	Underworld Dreams	EN	U	*****	Julie Boroh	BBB	13.00
T: Make target creature -1/-0 until end of turn 0/2.							Do 1 damage to opponent for each card drawn.						
Giant Slug	SC	C	***	Anson Maddocks	B1	.50	Vampire Bats	SC	C	**	Anson Maddocks	B	1.00
5: Give Slug landwalk ability of your choice on your next turn. 1/1.							Flying. B: Give Bats +1/+0 until end of turn. Only BB may be spent this way per turn. 0/1.						
Glyph of Doom	INS	C	*	Susan Van Camp	B	.50	Walking Dead	SC	C	****	Dan Frazier	B1	1.00
Creatures blocked by target wall are destroyed after combat.							B: Regenerates. 1/1.						
Greed	EN	R	***	Phil Foglio	B3	10.50	Wall of Putrid Flesh	SC	U	**	Richard Thomas	B2	4.00
B: Draw an extra card and sacrifice 2 life.							Protection from white. Damage done to Wall of Putrid Flesh by enchanted creatures is reduced to 0.						
Headless Horseman	SC	C	**	Quinton Hoover	B2	.50	2/4.						
2/2.							Wall of Shadows	SC	C	***	Pete Venters	BB1	1.00
Hell Swarm	INS	C	*	Christopher Rush	B	1.00	Damage done to Wall of Shadows by creatures it blocks is reduced to 0. Wall of Shadows may not be targeted by effects targeting only walls. 0/1.						
Maka all creatures -1/-0 until end of turn.							Wall of Tombstones	SC	U	*	Dan Frazier	B1	4.00
Hell's Caretaker	SC	R	*****	Sondra Everingham	B3	22.50	*=the number of creatures in your graveyard. 0/1+*.						
T: Sacrifice a creature to put a creature in your graveyard directly in play. 1/1.							Wretched, The	SC	R	***	Christopher Rush	BB3	27.50
Hellfire	SOR	R	****	Pete Venters	BBB2	18.00	After combat, take control of all creatures blocking The Wretched. You lose control of such creatures when The Wretched leaves play or your control. 2/5.						
Destroy all non-black creatures. Hellfire does X+3 damage to you, where X is the number of creatures placed in the graveyard.													
Horror of Horrors	EN	U	***	Mark Tedin	BB3	5.00							
Sacrifice a swamp to regenerate a black creature.													
Imprison	EC	R	****	Christopher Rush	B	9.00							
1: Prevent target creature from attacking, blocking, or tapping. Imprison is destroyed if mana is not paid.													
Infernal Medusa	SC	U	***	Anson Maddocks	BB3	6.00							
Destroy all non-wall creatures blocking or blocked by Medusa. 2/4.													
Jovial Evil	SOR	R	**	Christopher Rush	B2	12.50							
Do 2 damage to opponent for each white creature opponent controls.													
Lesser Werewolf	SC	U	***	Quinton Hoover	B3	5.50							
B: Give Werewolf -1/-0 until end of turn. Put a -0/+1 permanent counter on creatures blocking or blocked by Werewolf. Lesser Werewolf's power may not be reduced below 0 using this ability. 2/4.													
Lost Soul	SC	C	**	Randy Asplund-Fath	BB1	.50							
Swampwalk. 2/1.													
Mold Demon	SC	R	*	Jesper Myrfors	BB5	10.00							
Sacrifice 2 swamps when casting Mold Demon or bury Mold Demon. 6/6.													



Although usually used as counter cheese (in a red/blue deck), counter a high-powered spell and retaliate the next turn with a super-strength Fireball. If you use a Mana Drain early on in the game, you may be better off. With only two blue mana, you can counter your opponent's spell and get out a huge creature like a Mahamoti Djinn or Air Elemental on your next turn.

Nether Void	EW	R	***	Harold McNeill	B3	13.00
Counter all spells unless their casters pay an extra 3.						
Pit Scorpion	SC	C	**	Scott Kirschner	B2	1.00
If Pit Scorpion damages opponent, opponent gets 1 poison counter. Opponent loses game if he or she ever has 10 or more poison counters. 1/1.						
Quagmire	EN	U	**	Dan Frazier	B2	3.50
Creatures with swampwalk may be blocked.						

• • Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt	SC	Summon Creature
AC	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchant Enchantment	INS	Enchant Instant	LAN	Land	SOR	Sorcery

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Juxtapose you control unless caster pays an extra X, where X is the cost of the spell being cast.	SOR	R	***	Justin Hampton	U3	10.50
Land Equilibrium Caster and target player each choose their highest-casting-cost creature and exchange control of them, then doing the same for artifacts. Do not trade artifacts or creatures if one player has none of them.	EN	R	***	Jesper Myrfors	UU2	11.50
Mana Drain If opponent has at least as much land in play as you, he or she must sacrifice a land for each new one opponent puts in play.	INT	U	*****	Mark Tedin	UU	14.00
Part Water Counter target spell. At the beginning of your next turn, take colorless mana equal to casting cost of spell.	SOR	U	***	Né Né Thomas	UX	4.00
Psionic Entity Give X target creatures island walk until end of turn.	SC	R	**	Justin Hampton	U4	9.50
Psychic Purge T: Do 2 damage to any target and 3 damage to itself. 2/2.	SOR	C	***	Susan Van Camp	U	8.50
Puppet Master Do 1 damage to any target. If opponent causes you to discard Psychic Purge, opponent must sacrifice 5 life.	EC	U	***	Sandra Everingham	UUU	5.00
Recall If target creature goes to the graveyard, return creature to owner's hand and destroy all enchantments on it. You may pay UUU to return Puppet Master to its owner's hand if this happens.	SOR	R	*****	Brian Snoddy	UX	21.00
Relic Bind When target artifact is tapped, Relic Bind's controller may do 1 damage or give 1 life to any player.	EA	U	**	Christopher Rush	U2	5.00
Remove Soul Counter target summon spell.	INT	C	***	Brian Snoddy	U1	2.00
Reset Untap all your lands. Reset may only be played during opponent's turn after his or her upkeep.	INT	U	**	Nicola Leonard	UU	6.00
Reverberation Redirect damage from a sorcery to its caster.	INS	R	****	Justin Hampton	UU2	12.00
Sea King's Blessing Change the color of any number of target creatures to blue until end of turn.	INS	U	**	Randy Asplund-Faith	U	3.50
Segovian Leviathan Islandwalk. 3/3.	SC	U	***	Melissa Benson	U4	4.00
Silhouette Prevent all damage done until end of turn to target creature by spells or effects targeting it.	INS	U	*	Kaja Foglio	U4	3.50
Spectral Cloak Target creature may not be targeted by spells or fast effects unless it is tapped.	EC	U	****	Rob Alexander	UU	8.50
Telekinesis Target creature deals no damage in combat this turn. It is tapped and may not untap normally during its controller's following two untap phases.	INS	R	**	Daniel Gelon	UU	8.00
Teleport Target creature may not be blocked this turn. Play after attack is declared but before blocking is chosen.	INS	R	****	Douglas Shuler	UUU	10.00



With Meekstone out, anything with a power greater than two will be trapped after it attacks—which your Imp can make it do. Even if you must sacrifice a small blocking creature, it'll be worth it—not only is Mr. Attacker frozen in a tapped position, it can be zapped with the Imp the following turn. Icy Manipulator and the Nettling Imp or the Icy/Royal Assassin combo are also deadly.

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Time Elemental Pay UU2, T: Return target permanent to owner's hand. Cannot target enchanted permanents.	SC	R	***	Amy Weber	U2	27.00
Undertow Destroy Time Elemental and do 5 damage to its controller if it blocks or attacks. 0/2.	EN	U	**	Randy Asplund-Faith	U2	3.50
Venerable Gold Creatures with islandwalk may be blocked.	EC	C	***	Daniel Gelon	UX	1.00
Wall of Vapor Put X counters on target creature and tap it. Creature does not untap normally while a counter remains. Remove a counter during creature controller's upkeep.	SC	C	***	Richard Thomas	U3	1.00
Wall of Wonder Cannot be damaged by creatures it blocks. 0/1.	SC	U	**	Richard Thomas	UU2	4.50

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Zephyr Falcon Flying. Does not tap to attack. 1/1.	SC	C	**	Heather Hudson	U1	2.00
GREEN						
Aisling Leprechaun All creatures blocking or blocked by Leprechaun become green. 1/1.	SC	C	**	Quinton Hoover	G	1.00
Arboria If a player doesn't cast a spell or put a card in play on his or her turn, creatures may not attack that player until after his or her next turn.	EW	U	***	Daniel Gelon	GG2	4.50
Avoid Fate Counter target interrupt or enchantment targeting a permanent you control.	INT	C	*	Phil Foglio	G	1.00
Barbary Apes 2/2.	SC	C	***	Byron Wackwitz	G1	1.50
Cat Warriors Forestwalk. 2/2.	SC	C	****	Melissa Benson	GG1	1.00
Cocoon Forestwalk. 1/1.	EC	U	***	Mark Tedin	G	4.50
Concordant Crossroads Creatures may attack or tap during the turn they are brought into play.	EW	R	***	Amy Weber	G	12.50
Crow Giant Trample. Rampage: 2, 6/4.	SC	U	****	Christopher Rush	GGGG3	12.00
Deadfall Creatures with forestwalk may be blocked.	EN	U	**	Né Né Thomas	G2	3.50
Duskwood Boars 4/4.	SC	C	***	Mike Kimble	G4	1.00
Elven Riders Cannot be blocked except by walls and flying creatures. 3/3.	SC	R	***	Melissa Benson	GG3	13.50
Emerald Dragonfly Flying, GG: First strike until end of turn. 1/1.	SC	C	*	Quinton Hoover	G1	1.00
Eureka Both players may put a permanent from their hand directly in play. Players take turns playing cards until neither wants to play any more permanents. No other spells or effects may be used while Eureka is in effect. If a spell has an X in its casting cost, X is 0.	SOR	R	****	Kaja Foglio	GG2	20.00
Fire Sprites Flying, G, T: Add R to your mana pool (play as an interrupt). 1/1.	SC	C	**	Julie Boroh	G1	1.00
Floral Spuzzem If Floral Spuzzem attacks and is not blocked, you may destroy a target artifact under opponent's control without dealing damage. 2/2.	SC	U	**	Rob Alexander	G3	5.00
Giant Turtle Giant Turtle may not attack if it did so during your last turn. 2/4.	SC	C	*	Jeff A. Menges	GG1	1.00
Glyph of Reincarnation Buy all surviving creatures blocked by target wall this turn. For each such creature, choose a creature from attacker's graveyard and return it to play under attacker's control. Play after combat.	INS	C	**	Susan Van Camp	G	1.00
Hornet Cobra First strike. 2/1.	SC	C	**	Sandra Everingham	GG1	1.00
Ichneumon Druid Do 4 damage to any opponent casting an instant, except for the first one cast by that opponent that turn. 1/1.	SC	U	*	Melissa Benson	GG1	4.50
Killer Bees Flying, G: Give Bees +1/+1 until end of turn. 0/1.	SC	R	*****	Phil Foglio	GG1	26.50
Living Plane Consider all lands in play both lands and 1/1 creatures that may not be tapped when first put in play.	EW	R	**	Bryon Wackwitz	GG2	13.50
Master of the Hunt GG2: Put a Wolves of the Hunt token, a 1/1 green creature that may bond with other Wolves of the Hunt, in play. 2/2.	SC	R	*****	Jeff A. Menges	GG2	22.50
Moss Monster 3/6.	SC	C	**	Jesper Myrfors	GG2	1.00
Pixie Queen GGG, T: Give target creature flying until end of turn. 1/1.	SC	R	***	Quinton Hoover	GG2	13.00
Pradesh Gypsies G1, T: Give target creature -2/-0 until end of turn. 1/1.	SC	U	**	Quinton Hoover	G2	4.00
Rabid Wombat Gains +2/+2 for each enchantment cast on it. Rabid Wombat does not tap when attacking. 0/1.	SC	U	***	Kaja Foglio	GG2	9.00
Rodjan Spirit T: Target creature loses flying ability until turn ends. 3/2.	SC	U	****	Christopher Rush	G3	5.00
Reincarnation Each player may be seated to 20 life. Any player so choosing anties an additional card from the top of his or her library. Remove if not playing for ants.	INS	U	***	Edward Beard Jr.	GG1	4.00
Revelation Play with all cards in hand face up.	EW	R	**	Kaja Foglio	G	10.00
Rest Counter target artifact effect that requires an activation cost.	INT	C	**	Liz Danforth	G	1.00
Shelkin Brownie T: Remove the bonding ability from target creature until end of turn. 1/1.	SC	C	*	Douglas Shuler	G1	1.00
Storm Seeker Do 1 point of damage to opponent for every card he or she has in hand.	INS	U	****	Mark Poole	G3	10.00
Subdue Target creature deals no damage. It gains X toughness, where X equals its casting cost.	INS	C	**	Brian Snoddy	G	1.50
Sylvan Library You may draw 2 extra cards during your draw phase, then either put two of the cards back or sacrifice 4 lives per card not replaced.	EN	U	***	Harold McNeill	G1	9.50
Sylvan Paradise Change the color of one or more target creatures to green until end of turn.	INS	U	**	Randy Asplund-Faith	G	4.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Typhoon	SOR	R	••	Anson Madoocks	G2	9.50	• Marhault Elsdragon	SC	U	••	Mark Poole	GRR3	4.50
Do 1 damage to opponent for each island he or she controls.							Rampage: 1, 4/6.						
Untamed Wilds	SOR	U	••	Né Né Thomas	G2	4.50	• Nebuchadnezzar	SC	R	•••••	Richard Kane-Ferguson	BU3	18.00
Search your library for one basic land and put it in play. This does not count against your normal lands-played limit. Restuffle your library afterward.							Pay X, T: Name a card. Opponent randomly reveals X cards in hand. Opponent must discard any such cards that match the one you named. (Play only during your turn.) 3/3.						
Whirling Dervish	SC	U	••••	Susan Van Camp	G6	8.50							
Protection from block. Gains +1/+1 after each turn in which it damages opponent. 1/1.													

Willow Satyr	SC	R	••	Jeff A. Menges	GG2	10.00
T: Gain control of target legend. Lose control of this legend if Willow Satyr untaps, leaves play, or leaves your control. You may leave Willow Satyr tapped. 1/1.						
Winter Blast	SOR	R	••••	Kaja Foglio	GX	11.00
Top X target creatures. Do 2 damage to each target creature with flying.						
Wolverine Pack	SC	C	••	Jeff A. Menges	GG2	1.50
Rampage: 2, 2/4.						
Wood Elemental	SC	R	•	Brian Snoddy	G3	9.00
*=the number of untapped forests you sacrificed when casting Wood Elemental. */.						

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• Adun Oakenshield	SC	R	••••	Jeff A. Menges	BGR	12.00
GRB, T: Take a creature from your graveyard into your hand. 1/2.						
• Angus Mackenzie	SC	R	•••	Bryon Wackwitz	UG	12.00
UGW, T: Attacking and blocking creatures deal no damage during combat. 2/2.						
• Arcades Sabbath	SC	R	••••	Edward Beard Jr.	LEGWW2	24.50
Flying. All creatures on Sabbath's side gain +2 defense when untapped. W: Give Sabbath +0/+1 until end of turn. Pay WGU during upkeep or bury Arcades Sabbath. 7/7.						
• Axelrod Gunnarson	SC	R	•••	Scott Kirschner	BBRR	10.00
Trample. Each time a creature is placed in graveyard during a turn in which Axelrod damaged it, take 1 life and do 1 damage to target player. 5/5.						
• Ayesho Tanaka	SC	R	•••	Bryon Wackwitz	UUWW	9.50
T: Counter artifact effect requiring activation cost unless artifact controller spends W. 2/2.						
• Barktooth Warbeard	SC	U	••	Andi Rusu	BR4	4.00
6/5.						
• Bartel Runeweave	SC	R	•••	Andi Rusu	8GR3	11.00
Cannot be target of enchant creature spells. Does not tap to attack. 6/5.						
• Boris Devilboon	SC	R	•••	Jesper Myrfors	BR3	12.00
BR2, T: Put a minor demon token, which is a 1/1 red and black creature, into play.						
• Chromium	SC	R	•••	Edward Beard Jr.	TEUWW223.00	
Flying, rampage: 2. Pay BUW during upkeep or bury Chromium. 7/7.						
• Dokkon Blockblade	SC	R	••••	Richard Kane-Ferguson	BUUW2	24.00
* equals the number of lands you control. */.						
• Gabriel Angelfire	SC	R	•••	Daniel Gelon	GGWW3	13.50
During upkeep, Angelfire gains either flying, first strike, trample, or rampage: 3 until your next upkeep. 4/4.						
• Gosta Dirk	SC	R	•••	Richard Thomas	UUWW3	9.00
First strike. Can block islandwalking creatures. 4/4.						
• Gwendlyn Di Corei	SC	R	•••••	Julie Baroh	BBUR	12.50
T: Target player randomly discards a card in hand (play only during your turn). 3/5.						
• Halfdone	SC	R	••••	Melissa Benson	BUW1	10.50
Make Halfdone 3/3 when cast. During upkeep, Halfdone may acquire the current power and toughness of a target creature besides itself. When there are no legal targets, Halfdone is 3/3. */.						
• Hazeon Tamar	SC	R	••••	Richard Kane-Ferguson	GRW4	11.00
On your first upkeep after Hazeon Tamar is put in play, put * Sand Warrior tokens in play, where * is the number of lands you control. Treat each token as a 1/1 red, white, and green creature. Remove all Sand Warriors if Hazeon Tamar leaves play. 2/4.						
• Hunding Gjornersen	SC	U	••	Richard Thomas	UU13	4.00
Rampage: 1, 5/4.						
• Jacques le Vert	SC	R	••••	Andi Rusu	GRW1	10.00
Make all your green creatures +0/+2. 3/2. 4/5.						
• Jasmine Boreal	SC	U	••	Richard Kane-Ferguson	GW3	5.00
4/5.						
• Jedit Ojanen	SC	U	•••	Mark Poole	UWW4	5.00
5/5.						
• Jerrard of the Closed Fist	SC	U	•••	Andi Rusu	GGR1	4.00
6/5.						
• Johan	SC	R	••••	Mark Tedin	GRW3	15.00
If Johan is not tapped, any of your creatures besides Johan may attack without tapping. 5/4.						
• Kosimir, Lone Wolf	SC	U	••	Richard Kane-Ferguson	UW4	4.00
5/3.						
• Kei Tokohashi	SC	R	•••	Scott Kirschner	GW2	9.50
T: Prevent up to 2 damage to target creature. 2/2						
• Lady Caleris	SC	R	••••	Bryon Wackwitz	GGWW3	10.50
T: Do 3 damage to target attacking or blocking creature. 3/6.						
• Lady Evangelo	SC	R	•••	Mark Poole	BUW	9.00
BW, T: Target creature deals no damage this turn during combat. 1/2.						
• Lady of the Mountain	SC	U	••	Richard Kane-Ferguson	GR4	4.00
5/5.						
• Lady Orca	SC	U	••	Sandra Everingham	BR5	4.50
7/4.						
• Livanya Silone	SC	R	•••	Richard Kane-Ferguson	GGRR2	10.00
First strike, legendary landwalk. 4/4.						
• Lord Magnus	SC	U	•••	Mark Tedin	GWW3	4.50
First strike. Creatures with plainswalk or forestwalk may be blocked. 4/3						



Here's one of the more underrated spells, especially in a multicolor deck where it's hard to get more than one of each color mana early on. When you can stop a Time Walk flat with only three mana, that ain't half bad!

• Nicol Bolas	SC	R	•••	Edward Beard Jr.	BBUUR2	26.50
Flying. An opponent damaged by Nicol Bolas must her discard entire hand. Pay BUR during upkeep.						
• Palladio-Mors	SC	R	•••	Edward Beard Jr.	GERWW2	24.00
Flying, trample. Pay WGR during upkeep or bury Palladio-Mors. 7/7.						
• Pavel Maliki	SC	U	•	Andi Rusu	BR4	4.50
BR: Give Pavel Maliki +1/+0 until end of turn. 5/3.						
• Princess Lucrezia	SC	U	•	Sandra Everingham	BUU3	4.50
T: Add U to your mana pool (play as an interrupt). 5/4.						
• Ragnar	SC	R	•••	Melissa Benson	BRW	9.50
UGW, T: Regenerate target creature. 2/2.						
• Ramirez DePietro	SC	U	•••	Phil Foglio	BBU3	4.00
First strike. 4/3						
• Ramses Overdark	SC	R	•••	Richard Kane-Ferguson	BBUU2	13.50
T: Destroy a target creature with an enchantment on it. 4/3.						
• Rasputin Dreamweaver	SC	R	••	Andi Rusu	UW4	11.50
Put 7 counters on Rasputin when put in play. Remove a counter to prevent 1 damage to Rasputin or add 1 to your mana pool (play as an interrupt). Add a counter to Rasputin Dreamweaver during your upkeep if he began his turn untapped. There may be no more than 7 such counters on Rasputin. 4/1.						
• River Turnbull	SC	U	••	Richard Kane-Ferguson	BUS	5.00
T: Add B to your mana pool (play as an interrupt). 5/7.						
• Rohgahth of Kher Keep	SC	R	•••	Edward Beard Jr.	BBRR2	11.00
All your Kobolds of Kher Keep gain +2/+2. Pay RRR during upkeep or Rohgahth end all Kobolds are tapped and enter opponent's control. 5/5.						
• Rubinia Soulsinger	SC	R	•••••	Rob Alexander	UGW2	14.00
T: Gain control of target creature. You lose control of target creature when Rubinia Soulsinger leaves play, leaves your control, or becomes untapped. You may choose to leave Rubinia Soulsinger tapped. 2/3						
• Sir Shandor of Ebrynn	SC	U	••	Andi Rusu	GW4	4.00
4/7.						
• Sivitri Scarzam	SC	U	••	Né Né Thomas	BUS	4.50
6/4.						
• Sol'Kanar Swamp King	SC	R	•••••	Richard Kane-Ferguson	BUR2	18.00
Swampwalk. Controller gains 1 life each time a black spell is cast. 5/5.						
• Stangg	SC	R	••••	Mark Poole	GR4	11.50
Put Stangg Twin token in play when casting Stangg. Stangg Twin token is a 3/4 green and red legend. Remove Stangg Twin token from game if Stangg leaves play. 3/4.						
• Sunastian Falconer	SC	U	••	Christopher Rush	GR3	4.00
T: Add 2 to your mana pool. 4/4.						
• Tetsuo Umezawa	SC	R	•••••	Julie Baroh	BUR	14.00
BUR, T: Destroy target tapped or blocking creature. Tetsuo Umezawa may not be targeted by an enchant creature spell. 3/3.						
• Tobias Andriion	SC	U	••	Andi Rusu	UW3	4.50
4/4.						
• Tor Wauki	SC	U	•••	Randy Aspund-Faith	BBR2	5.00
T: Do 2 damage to attacking or blocking creature. 3/3						
• Torsten Van Ursus	SC	U	••	Mark Poole	GGW3	5.00
5/5.						
• Tuknir Deathlock	SC	R	•••••	Liz Danforth	GGRR	12.00
Flying, GR, T: Give target creature +2/+2 until end of turn. 2/2.						
• Ur-Drago	SC	R	•••	Christopher Rush	BBLU3	31.00
First strike. Creatures with swampwalk may be blocked. 4/4						
• Vaevictis Asmodi	SC	R	•••	Andi Rusu	BBRRG2	23.00
Flying. B Gain +1/+0 until end of turn. R Gain +1/+0 until end of turn. G Gain +1/+0 until end of turn. Pay BGR during upkeep or bury Vaevictis Asmodi. 7/7						
• Xira Arien	SC	R	•••	Melissa Benson	BRG	11.50
Flying, GR, T: Make target player draw a card. 1/2						

• Restricted/Banned	ART	EE	EN	EW	LN	MT	SC
AC	Artifact Creature	EA	Artifact Enchanted	EE	Enchant Creature	EN	Summon Creature



One white mana does all this? Enchant one of your own creatures that you think will get through, thus gaining much-needed life, or nullify your opponent's main thug. You can get a quick five life by tossing Spirit Link on your own Juggernaut just before it attacks. If you want to be nasty, cast two on your opponent's Juggernaut, which must attack and give you five life every turn!

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Infinite Authority EC R •• Douglas Shuler WWW 11.50													
After combat, destroy all creatures with toughness 3 or less blocking or blocked by target creature. Put a +1/+1 counter on target creature for each creature so destroyed.													
Ivory Guardians SC U ••• Melissa Benson WW4 4.50													
Protection from red. Make all guardians +1/+1 if opponent controls red cards.													
Keepers of the Faith SC C •• Daniel Gelon WW1 1.00													
2/3.													
Kismet EN U •••• Kaja Foglio W3 9.00													
All opponent's creatures, lands, and artifacts enter play tapped.													
Land Tax EN U •••• Brian Snoddy W 7.00													
If opponent controls more land than you during upkeep, you may remove up to 3 basic lands from your library and put them in your hand. Reshuffle your library afterward.													
Lifeblood EN R •••• Mark Tedin WW2 9.00													
Take 1 life whenever opponent taps a mountain.													
Moat EN R •••• Jeff A. Menges WW2 25.00													
Non-flying creatures cannot attack.													
Osai Vultures SC C • Dan Frazier W1 1.00													
Flying. After a turn in which a creature went to the graveyard, add a counter to Osai Vultures. Remove 2 counters to make Osai Vultures +1/+1 until end of turn. 1/1.													
Petra Sphynx SC R •• Sandra Everingham WWW16.00													
T: Make target player name a card and then turn over the top card in his or her library. If the opponent's guess matches the card, it is put into his or her hand; otherwise, it goes to the graveyard. 3/4.													
Presence of the Master EN U ••• Kaja Foglio W3 6.50													
Counter all new enchantments cast whenever Presence of the Master is in play.													
Rapid Fire INS R • Justin Hampton W3 9.00													
Give target creature first strike and Rampage: 2 until end of turn. Play before defense is chosen.													
Remove Enchantments INS C •• Brian Snoddy W 1.50													
Return all enchantments you control to your hand and destroy all enchantments played on permanent creatures. If cast during opponent's attack, destroy all opponent's enchantments played on attacking creatures. All enchantments you own are returned to your hand; all other enchantments are destroyed.													
Righteous Avengers SC U ••• Heather Hudson W4 4.50													
Plainswalk. 3/1.													
Seeker EC U ••• Mark Poole WW2 5.50													
Target creature may only be blocked by white or artifact creatures.													
Shield Wall INS U •• Douglas Shuler W1 4.00													
Give all your creatures +0/+2 until end of turn.													
Spirit Link EC U •••• Kaja Foglio W 16.00													
Take 1 life for every point of damage target creature does.													
Spiritual Sanctuary EN R ••• Amy Weber WW2 9.00													
Any player controlling plains takes 1 life during his or her upkeep.													
Thunder Spirit SC R •••• Randy Asplund-Faith WW1 20.00													
Flying, first strike. 2/2.													
Tundra Wolves SC C •• Quinton Hoover W 1.50													
First strike. 1/1.													
Visions SOR U •• Né Né Thomas W 4.50													
Look at the top 5 cards of any library, then reshuffle it if you so choose.													
Wall of Caltrops SC C •• Brian Snoddy W1 1.00													
If Wall of Caltrops blocks a creature with other creatures that are all walls, Wall of Caltrops gains banding until end of turn. 2/1.													
Wall of Light SC U ••• Richard Thomas W2 4.00													
Protection from block.													
LANDS													
Adventurers' Guildhouse LAN U • Tom Wörnerstrand 3.00													
All your green legends may band with other legends.													
Cathedral of Serra LAN U • Mark Poole 2.50													
All your white legends may band with other legends.													
Hammerheim LAN U •••• Bryan Wackwitz 4.00													
Legendary. T: Add R to your mana pool. T: Remove landwalking from target creature until end of turn.													
Karakas LAN U •••• Nicola Leonard 4.00													
Legendary. T: Add W to your mana pool. T: Return target legend to owner's hand, destroying enchantments on target land.													
Mountain Stronghold LAN U • Tom Wörnerstrand 2.50													
All your red legends may band with other legends.													
Pendelhaven LAN U •••• Bryan Wackwitz 5.00													
Legendary. T: Add G to your mana pool. T: Make target 1/1 creature +1/+2 until end of turn.													
Seafarer's Quay LAN U • Tom Wörnerstrand 2.50													
All your blue legends may band with other legends.													
Tomb of Pendelhaven LAN R ••• Nicola Leonard 15.00													
Legendary. All creatures require an upkeep cost of 1 in addition to other upkeep costs. Destroy a creature if its upkeep is not paid.													
Tolaria LAN U ••• Nicola Leonard 4.00													
Legendary. T: Add U to your mana pool. T: During upkeep, remove banding ability from target creature until end of turn.													
Unholy Citadel LAN U • Mark Poole 2.50													
All your black legends may band with other legends.													
Urborg LAN U ••• Bryan Wackwitz 4.00													
Legendary. T: Add B to your mana pool. T: Remove first strike or swampwalk ability from target creature until end of turn.													

THE DARK

Booster Pack	\$7.00
Booster Box	\$300.00
Full Set (119)	\$200.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Bart's Cage ART R •••• Tom Wörnerstrand 4 5.00						
3: Target creature does not untap as usual in its controller's next untap phase.						
Bone Flute ART U •• Christopher Rush 2 1.50						
T: Give all creatures -1/-0 until end of turn.						
Book of Ross ART U •• Sandra Everingham 6 1.50						
2: Sacrifice 2 life to draw 1 card.						
Coal Colem AC U • Christopher Rush 5 2.50						
3: Sacrifice Colem to add RRR to your mana pool.						
Dark Sphere ART U •••• Mark Tedin 0 4.00						
T: Sacrifice Sphere to prevent half of the damage done to you by a single source, rounded down.						
Diabolic Machine AC U •• Anson Maddocks 7 3.00						
3: Regenerates. 4/4						
Fellwar Stone ART U •••• Quinton Hoover 2 4.00						
T: Produce 1 mana of any color that opponent's lands may produce (play as an interrupt).						
Fountain of Youth ART U •••• Daniel Gelon 0 4.50						
2, T: Gain 1 life.						
Living Armor ART U ••• Anson Maddocks 4 3.50						
Sacrifice Living Armor to put a +0/+X counter on a target creature, where X equals the creature's casting cost.						
Necropolis AC U •• Né Né Thomas 5 2.00						
Counts as a wall. 0: Choose a creature in your graveyard and remove it from the game. Put +0/+1 counters on Necropolis, where X equals the removed creature's casting cost. 0/1.						
Reflecting Mirror ART U ••• Mark Poole 4 3.50						
X: Redirect spell targeting you to player of your choice (play as an interrupt). X is two times the casting cost of target spell.						
Runesword ART U •• Christopher Rush 6 3.50						
3, T: Give target attacking creature +2/+0 until end of turn. Any creature damaged by target creature must be removed from game if it dies before the turn ends. Destroy Runesword if target creature leaves play before end of turn.						
Scarecrow AC U •••• Anson Maddocks 5 4.50						
6, T: Negate all damage done to you by flying creatures until end of turn. 2/2.						
Skull of Orm ART U ••• Tom Wörnerstrand 3 4.00						
5, T: Bring an enchantment card from your graveyard into your hand.						



All non basic lands are now basic mountains. However, the lands that were basic are now considered to be non basic.



2: Target attacking creature becomes untapped. This creature neither deals nor receives damage as a result of combat.

Standing Stones ART U • Sandra Everingham 3 2.00			
1, T: Sacrifice 1 life to add 1 mana of any color to your mana pool.			
Stone Calendar ART R •• Amy Weber 5 5.50			
Your spells cost 1 less to cast; casting cost can go below 0.			
Tarmod's Crypt ART U •••• Christopher Rush 0 4.00			
T: Sacrifice Tarmod's Crypt to remove all cards within target player's graveyard from the game.			
Tower of Caireall ART U •• Dan Frazier 2 2.00			
T: Make target creature unblockable by walls until end of turn.			

• • Restricted/Banned	ART	Artifact	EC	Enchant	Creature	EE	Enchant	Artifact	EL	EN	Enchantment	EW	Enchant	World	INT	LAN	Interrupt	SC	Sorcery
AC	EA	Enchant Artifact																	

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Wand of Ith	ART	U	***	Quinton Hoover	4	3.00	Erosion	EL	C	**	Pete Venters	UUU	.50
3, T: Examine a randomly chosen card from target player's hand. Unless the card is a land, the target player must either discard it or sacrifice life equaling its casting cost. If the card is a land, the target player must either discard it or sacrifice 1 life. Wand of Ith may only be used during controller's turn.							Destroy target land unless its controller pays 1 or sacrifices 1 life during upkeep.				Denise Detwiler	U	2.50
War Barge	ART	U	***	Tom Wönerstrand	4	3.50	Flood	EN	U	***			
3: Give target creature islandwalk until end of turn. Bury target if War Barge leaves play this turn.							UU: Tap target non-flying creature.						
							Ghost Ship	SC	C	***	Tom Wönerstrand	UU2	.50
							Flying, UUU: Regenerates. 2/4.						
							Giant Shark	SC	C	**	Tom Wönerstrand	U5	.50
							When Giant Shark blocks or is blocked by a creature that has been damaged this turn, Giant Shark gets +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls an island. Giant Shark is buried immediately whenever its controller controls no islands. 4/4.						
							Leviathan	SC	R	***	Mark Tedin	UUUUS	8.50
							Trample. Leviathan enters play tapped. Sacrifice two islands during upkeep to untap Leviathan. Sacrifice two lands to attack with Leviathan. 10/10.						
							Mana Vortex	EN	R	**	Douglas Shuler	UU1	5.00
							Sacrifice a land when casting Mana Vortex or it is countered. All players who control land must sacrifice a land during upkeep. Mana Vortex is destroyed whenever there are no lands in play.						
							Merfolk Assassin	SC	U	***	Denise Detwiler	UU	5.00
							T: Destroy target creature that has islandwalk. 1/2.						
							Mind Bomb	SOR	R	**	Mark Tedin	U	5.00
							Do 3 damage to each player. Players may discard up to 3 cards. Each discarded card prevents 1 damage from Mind Bomb to that player.						
							Psychic Allergy	EN	R	***	Mark Tedin	UU3	5.00
							Choose a color when Psychic Allergy is cast. Do 1 damage for each card of this color an opponent controls during his or her upkeep. Sacrifice two islands during your upkeep or destroy Psychic Allergy.						
							Riptide	INS	C	**	Randy Asplund-Faith	U	.50
							Tap all blue creatures.						
							Sunken City	EN	C	***	Jesper Myrfors	UU	.50
							All Blue creatures gain +1/+1. Pay UU during upkeep or destroy Sunken City.						
							Tangle Kelp	EC	U	**	Rob Alexander	U	2.00
							Target creature stays tapped during untap phase if it attacked last turn. Tap target creature when Tangle Kelp is cast. 1/1.						
							Water Wurm	SC	C	**	Ron Spencer	U	.50
							Water Wurm gains +0/+1 if opponent controls an island. 1/1.						
							GREEN						
							Carnivorous Plant	SC	C	***	Quinton Hoover	G3	.50
							4/5.						
							Eyes of Deep Shadow	SC	U	***	Jesper Myrfors	G	3.00
							T: Add B to your mana pool and lose 1 life (play as an interrupt). 1/1.						
							Goat's Touch	EN	C	***	Mark Poole	GG	1.00
							You may put one extra land into play in each of your turns, if that land is a basic forest. Sacrifice Goat's Touch to add GG to your mana pool (play as an interrupt).						
							Hidden Path	EN	R	***	Rob Alexander	GGGG2	6.50
							All green creatures gain forestwalk.						
							Land Leeches	SC	C	**	Quinton Hoover	GG1	.50
							First strike. 2/2.						
							Lurker	SC	R	**	Anson Maddocks	G2	5.00
							Lurker cannot be the target of spells unless it attacked or blocked this turn. 2/3.						
							Marsh Viper	SC	C	***	Ron Spencer	G3	.50
							Opponent takes 2 poison counters when damaged by Viper. Opponent loses whenever he or she has 10 or more poison counters. 1/2.						
							Niall Silvain	SC	R	***	Christopher Rush	GGG	5.00
							GGGG, T: Regenerate target creature. 2/2.						
							People of the Woods	SC	U	***	Drew Tucker	GG	4.00
							-number of forests controlled by controller of People of the Woods. 1/*.						
							Savoir Elves	SC	C	**	Ron Spencer	G	.50
							GG, T: Destroy target enchant land. 1/1.						
							Scorwood Bandits	SC	R	***	Mark Poole	GGZ	5.50
							Forestwalk. G2, T: Control target artifact. Opponent may counter this by paying 2. You lose control of target artifact whenever Scorwood Bandits leave play. 2/2.						
							Scorwood Hag	SC	U	***	Anson Maddocks	G1	3.00
							GGGG, T: Give target creature forestwalk until end of turn. T: Remove forestwalk from target creature until end of turn. 1/1.						
							Scavenger Folk	SC	C	***	Denise Detwiler	G	.50
							G1: Sacrifice Scavenger Folk to destroy target artifact. 1/1.						
							Spitting Slug	SC	U	**	Anson Maddocks	GG1	2.00
							G1: Give Slug first strike until end of turn. If this ability is not used, every creature blocking or blocked by Spitting Slug gains first strike until end of turn. 2/4.						
							Tracker	SC	R	***	Jeff A. Menges	GG1	6.00
							GG, T: Tracker does damage equal to its power to target creature. Target creature does damage equal to its power to Tracker. 2/4.						
							Venom	EC	C	***	Tom Wönerstrand	GG1	1.00
							All non-wall creatures blocking or blocked by target creature are destroyed after combat.						
							Whippoorwill	SC	U	****	Douglas Shuler	G	3.00
							GG, T: Target creature may not regenerate or be the target of damage-preventing or damage-reducing spells or effects. If target creature goes to the graveyard, remove it from the game. 1/1.						
							Wormwood Treefolk	SC	R	***	Jesper Myrfors	GG3	5.00
							GG: Give Wormwood Treefolk swampwalk until end of turn and lose 2 life. BB: Give Wormwood Treefolk forestwalk until end of turn and lose 2 life. 4/4.						
							MULTI-COLOR						
							Dark Heart of the Wood	EN	C	***	Christopher Rush	BG	.50
							Sacrifice a forest to gain 3 life.						
							Marsh Goblins	SC	C	**	Quinton Hoover	BR	.50
							Swampwalk. 1/1.						
							Scorwood Goblins	SC	C	**	Ron Spencer	GR	.50
							2/2.						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
RED													
Ball Lightning	SC	R	****	Quinton Hoover	RRR	9.50	Festival	INS	C	**	Mark Poole	W	.50
Trample. Ball Lightning may attack in the turn in which it is summoned. Bury Ball Lightning at the end of the turn in which it was summoned. 6/1.							Opponent may not declare an attack this turn. Play during opponent's upkeep.						
Blood Moon	EN	R	****	Tom Wänerstrand	R2	8.50	Fire and Brimstone	INS	U	**	Jeff A. Menges	WW3	2.50
Turn all non-basic lands into basic mountains while Blood Moon is in play.							Do 4 damage to target player and do 4 damage to you. Fire and Brimstone may not be used unless opponent has declared an attack that turn.						
Brothers of Fire	SC	U	**	Mark Tedin	RR1	3.00	Holy Light	INS	C	**	Drew Tucker	W2	.50
RR1: Do 1 damage to any target as well as 1 damage to you. 2/2.							Give all non-white creatures -1/-1 until end of turn.						
Cave People	SC	U	***	Drew Tucker	RR1	3.00	Knights of Thorn	SC	R	****	Christopher Rush	W3	6.00
Cave People get +1/-2 until end of turn when they are declared an attacker. RR1, T: Give target creature mountainwalk until end of turn. 1/4.							Protection from red, banding. 2/2.						
Eternal Flame	SOR	R	*	Mark Poole	RR1	5.00	Martyr's Cry	SOR	R	***	Jeff A. Menges	WW	5.00
Damage your opponent by the number of mountains you control. Lose half that amount of life, rounding up. 1/2.							Remove all white creatures from the game. Each player must draw a card for each white creature her or she controlled.						
Fire Drake	SC	U	**	Christopher Rush	RR1	2.50	Miracle Worker	SC	C	***	Ron Spencer	W	.50
Flying. R: +1/+0 until end of turn. Only 1 R can be used in this manner. 1/2.							T: Destroy target enchantment on one of your creatures. 1/1.						
Fissure	INS	C	****	Douglas Shuler	RR3	.50	Morale	INS	C	**	Mark Poole	WW1	.50
Bury target land or creature.							Give all attacking creatures +1/+1 until end of turn.						
Goblin Caves	EL	C	***	Drew Tucker	RR1	.50	Pikemen	SC	C	***	Denise Detwiler	W1	1.00
If target land is a basic mountain, all Goblins gain +0/+2.							Banding, first strike. 1/1.						
Goblin Digging Team	SC	C	**	Ron Spencer	R	.50	Preacher	SC	R	***	Quinton Hoover	WW1	9.50
T: Sacrifice Digging Team to destroy target wall. 1/1.							T: Gain control of an opponent's creature. Opponent chooses which creature you control. If Preacher untaps or leaves play, you lose control of creature. You may choose to leave Preacher tapped.						
Goblin Hero	SC	C	**	Mark Tedin	R2	.50	Squire	SC	C	*	Denise Detwiler	W1	.50
2/2.							1/2.						
Goblin Rock Sled	SC	C	**	Denise Detwiler	R1	.50	Tividar's Crusade	SOR	U	*	Denise Detwiler	WW1	2.00
Trample. Rock Sled may not attack unless opponent controls at least one mountain. Rock Sled does not untap if it attacked your last turn. 3/1.							All Goblins are destroyed.						
Goblin Shrine	EL	C	***	Ron Spencer	RR1	.50	Witch Hunter	SC	R	***	Jesper Myrfors	WW2	8.00
If target land is a basic mountain, all Goblins gain +1/+0. Does 1 damage to all Goblins if it leaves play.							T: Witch Hunter does 1 damage to target player. WW1, T: Return target creature opponent controls to owner's hand. Destroy enchantments on target creature. 1/1						
Goblin Wizard	SC	U	***	Daniel Gelon	RR2	6.50							
T: Put a Goblin from your hand directly into play. Treat target Goblin as if it were just summoned. R: Give target Goblin protection from white until end of turn. 1/1.													
Goblins of the Flarg	SC	C	***	Tom Wänerstrand	R	.50							
Mountainwalk. Bury Goblins of the Flarg if its controller controls any Dwarves. 1/1.													
Inferno	INS	R	***	Randy Asplund-Faith	RR5	5.50							
Do 6 damage to all players and all creatures.													
Mano Clash	SOR	R	*	Mark Tedin	R	4.50							
Choose a target player. You and he or she should flip a coin. Any player whose coin comes up tails loses 1 life. Repeat until both players' coins come up heads simultaneously.													
Orc General	SC	U	*	Jesper Myrfors	R2	3.50							
T: Sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn. 2/2.													
Sisters of the Flame	SC	U	***	Jesper Myrfors	RR1	3.00							
T: Add R to your mana pool (play as an interrupt). 2/2.													

WHITE	Kind	Rarity	Rating	Artist	Cost	Price
Angry Mob	SC	U	****	Drew Tucker	WW2	4.50
Trample. During Angry Mob's controller's turn, *-total number of swamps all opponents control Otherwise, *-0. 2+*/2+*.						
Blood of the Martyr	INS	U	*	Christopher Rush	WWW	3.00
Until end of turn, you may redirect damage done to your creatures to yourself instead.						
Brainwash	EC	C	**	Pete Venters	W	.50
Target creature may not attack unless its controller spends 3. Other requirements for the creature to attack must also be met.						



Sewers of Estark is a dual purpose card—it makes creatures unblockable or invulnerable for the turn. Try Sewers on a blocking Cockatrice or Thicket to put a hurtin' in your opponent's attacking horde.

	Kind	Rarity	Rating	Artist	Cost	Price
Cleansing	SOR	R	***	Pete Venters	WWW	5.50
All land is destroyed. Anyone who wishes to preserve specific lands may do so by sacrificing 1 life per land to be saved.						
Dust to Dust	SOR	C	***	Drew Tucker	WW1	.50
Remove any two target artifacts from the game.						
Exorcist	SC	R	***	Drew Tucker	WW	7.00
W1, T: Destroy target black creature. 1/1.						
Fasting	EN	U	**	Douglas Shuler	W	2.00
Take 2 life if you skip your draw phase. Destroy Fasting if you draw a card for any reason or when it has been in play for 5 of your upkeeps.						

FALLEN EMPIRES

Booster Pack	\$1.50
Booster Box	\$70.00
Full Set (187)	\$60.00

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
ARTIFACTS						
Aeolipile	ART	R	***	Heather Hudson	1	2.00
1, T: Sacrifice Aeolipile to deal 2 damage to any target						
Balm of Restoration	ART	R	**	Margaret Organ-Kean	Cost 2	2.00
1, T: Sacrifice Balm of Restoration to take 2 life or prevent up to 2 damage to any target						
Conch Horn	ART	R	***	Phil Foglio	2	1.50
1, T: Sacrifice Conch Horn to draw 2 cards. Place any single card from your hand back on top of your library.						
Delfi's Cone	ART	U	**	Mark Tedin	0	.50
1, T: Sacrifice Delfi's Cone. If target creature you control attacks and isn't blocked, you may take its power in life. If so, it deals no damage to opponent this turn.						
Delfi's Cube	ART	R	****	Mark Tedin	0	1.50
2, T: If target creature you control attacks and isn't blocked, it deals no damage to opponent this turn; instead put a cube counter on Delfi's Cube. Pay 2 and remove a cube counter to regenerate a target creature.						
Dragonian Cylax	ART	R	**	Edward Beard Jr.	2	2.00
2, T: Randomly discard a card from your hand to regenerate target creature						
Elven Lyre	ART	R	**	Koja Foglio	2	1.50
1, T: Sacrifice Elven Lyre to make a target creature +2/+2 until end of turn						
Implements of Sacrifice	ART	R	***	Margaret Organ-Kean	2	2.00
1, T: Sacrifice Implements of Sacrifice to add 2 mana of any color to your mana pool						
Ring of Renewal	ART	R	****	Douglas Shuler	5	2.50
5, T: Randomly discard a card from your hand to draw two cards.						
Spirit Shield	ART	R	***	Scott Kirschner	3	2.50
2, T: Make target creature +0/+2 as long as Spirit Shield is tapped. You may leave Spirit Shield tapped during your untap phase.						
Zelyon Sword	ART	R	***	Scott Kirschner	3	2.50
3, T: Make target creature +2/+0 as long as Zelyon Sword is tapped. You may leave Zelyon Sword tapped during your untap phase						

• Restricted/Banned Artifact Creature	ART EA	Artifact Enchant Artifact	EE	Enchant Creature Enchant Enchantment	EL EN	Enchant Land Enchantment	EW INS	Enchant World Instant	INT LAN	Interrupt Land	SC SOR	Summon Creature Sorcery
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Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
BLACK													
Armor Thrull	SC	C	***	Multiple	B2	.50	Horrid Shaman	SC	R	***	Amy Weber	UU2	3.00
T: Sacrifice Armor Thrull to add a +1/+2 counter to target creature. Artists: Scott Kirschner, Jeff A. Menges, Ron Spencer, Pete Venters. 1/3.							U: Tap target green creature. 2/1.						
Basal Thrull	SC	C	*	Multiple	B	.50	Horrid Spawning Bed	EN	U	***	Douglas Shuler	UU	1.00
T: Sacrifice Basal Thrull to add BB to your mana pool. Artists: Kaja Foglio, Phil Foglio, Richard Kane-Ferguson. 1/2.							U1: Sacrifice a blue creature to put X Camards, which are 1/1 blue creatures, in play, where X is the casting cost of the sacrificed creature.						
Breeding Pit	EN	U	***	Anson Maddocks	B3	2.00	Horrid Warrior	SC	C	*	Multiple	U4	.50
Put a 0/1 Thrull token in play at the end of each of your turns. Pay BB during upkeep or bury Breeding Pit.							U: Horrid Warrior may not be the target of spells or effects until end of turn. If Horrid Warrior is untapped, tap it. Do not untap Horrid Warrior as normal during your next untap phase. Artists: Randy Asplund-Faith, Daniel Gelon, Douglas Shuler. 3/3.						
Derelict	SC	R	**	Anson Maddocks	B3	2.00	Mersenne	EC	C	***	Multiple	UU2	.50
Your block spells cost an additional B. 4/4.							Put 3 net counters on Mersenne when it is cast. Target creature does not untap as normal if any counters remain. Creature's controller may pay casting cost of target creature to remove counters. Artists: Heather Hudson, Margaret Organ-Kean, Drew Tucker, Pete Venters.						
Ebon Praetor	SC	R	***	Randy Asplund-Faith	B4	3.50	River Merfolk	SC	R	***	Douglas Shuler	UU	2.50
Trample, first strike. Put a -2/-2 counter on Ebon Praetor during upkeep. Sacrifice one creature during upkeep to remove a -2/-2 counter, adding a +1/+0 counter if a Thrull was sacrificed. 5/5.							U: Give River Merfolk mountainwalk until end of turn. 2/1.						
Hymn to Taurach	SOR	C	****	Multiple	BB	.50	Seasinger	SC	U	***	Amy Weber	UU1	2.50
Target player randomly discards two cards in hand. Artists: Liz Danforth, Quinton Hoover, Scott Kirschner, Susan Van Camp.							I: Gain control of target creature if its controller controls at least one island. You lose control of target creature when Seasinger leaves play, leaves your control, or becomes untapped. You may choose to leave Seasinger tapped. Bury Seasinger whenever you have no islands. 0/1.						
Initiates of the Ebon Hand	SC	C	***	Multiple	B	.50	Syevolunite Priest	SC	U	***	Ron Spencer	U1	.50
1: Add B to your mana pool (play as an interrupt). Bury Initiates of the Ebon Hand if more than 3 is spent this way in one turn. Artists: Liz Danforth, Kaja Foglio, Heather Hudson. 1/1.							UU: Target creature may not be targeted by spells or effects until end of turn. Use this ability only during upkeep. 1/1.						
Mindstab Thrull	SC	C	**	Multiple	BB1	.50	Tidal Flats	EF	C	**	Multiple	U	.50
If Mindstab Thrull attacks without being blocked, you may sacrifice it to force the player under attack to discard three cards. If so, Mindstab Thrull deals no damage. Artists: Heather Hudson, Richard Kane-Ferguson, Mark Tedin. 2/2.							UU: All of your creatures that are blocking non-flying creatures get first strike until end of turn. Attacking player may pay 1 for each attacking creatures to prevent Tidal Flats from inverting first strike to that creature's blocker. Artists: Rob Alexander (two vans), Sandra Everingham.						
Necrite	SC	C	**	Multiple	BB1	.50	Tidal Influence	EN	U	**	Tom Wänerstrand	U2	.50
If Necrite attacks without being blocked, you may sacrifice it to bury a target creature controlled by the player under attack. If so, Necrite deals no damage. Artists: Christopher Rush, Ron Spencer, Drew Tucker. 2/2.							Put 1 tide counter on Tidal Influence when casting it and during upkeep. When there is 1 tide counter on Tidal Influence, all blue creatures get +2/-0. When there are 3 tide counters, all blue creatures get +2/+0. Remove all tide counters when there are 4 on Tidal Influence.						
Order of the Ebon Hand	SC	C	****	Multiple	BB	.50	Vodalian Knights	SC	R	****	Susan Van Camp	UU1	4.00
Protection from white: BB: +1/+0 until end of turn. B: First strike until end of turn. Artists: Melissa Benson, Christopher Rush, Ron Spencer. 2/1.							First strike. U: Give Vodalian Knights flying ability until end of turn. Bury Vodalian Knights whenever you control no islands. 2/2.						
Soul Exchange	SOR	U	****	Anthony Waters	BB	1.00	Vodalian Moge	SC	C	***	Susan Van Camp	U2	.50
Remove a creature from the game to put a creature from your graveyard in play as if just summoned. Add a +2/+2 counter to this creature if a Thrull was removed from the game.							U, T: Counter a target spell unless caster pays an additional 1. 1/1.						
Thrull Champion	SC	R	****	Daniel Gelon	B4	3.50	Vodalian Soldiers	SC	C	*	Melissa Benson	U1	.50
All Thrulls get +1/+1. T: Take control of target Thrull. When Thrull Champion leaves your control or leaves play, you lose control of Thrull Champion. 2/2.							Artists: Melissa Benson, Richard Kane-Ferguson, Jeff A. Menges, Susan Van Camp. 1/2.						
Thrull Retainer	EC	U	****	Ron Spencer	B	1.00	Vodalian War Machine	SC	R	***	Amy Weber	UU1	2.50
Give target creature +1/+1. Sacrifice Thrull Retainer to regenerate the creature it enchants.							Top Target Merfolk you control to allow War Machine to attack until end of turn or give War Machine +2/+1 this turn. If War Machine goes to the graveyard, all Merfolk tapped in this manner this turn are destroyed. 0/4.						
Thrull Wizard	SC	U	**	Anson Maddocks	B2	.50							
B1: Counter target black spell unless caster pays an additional B or 3 (play as an interrupt). 1/1.													
Taurach's Chant	EN	U	**	R. Kane-Ferguson	BB1	.50							
Do 3 damage to any player who puts a forest into play without putting a -1/-1 counter on a creature he controls.													
Taurach's Gate	EL	R	**	Sandra Everingham	BB1	3.50							
You may only cast Taurach's Gate on a land you control. Sacrifice a Thrull to put 3 time counters on target land. Remove a time counter during upkeep, burying Taurach's Gate when there are no time counters on it. 0: Tap the land Taurach's Gate enchant to give all your attacking creatures +2/-1 until end of turn.													
													
GREEN													
Elven Fortress	EN	C	***	Multiple	G	.50							
G1: Give target blocker +0/+1 until end of turn. Artists: Rob Alexander, Mark Poole, Pete Venters, Tom Wänerstrand.													
Elvish Farmer	SC	R	***	R. Kane-Ferguson	G1	3.00							
Put a spore counter on Elvish Farmer during your upkeep. Remove 3 spore counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to gain 2 life. 0/2.													
Elvish Hunter	SC	C	****	Multiple	G1	.50							
G1, T: Target creature does not untap normally during controller's untap phase. Artists: Anson Maddocks, Mark Poole, Susan Van Camp. 1/1.													
Elvish Scout	SC	C	***		G	.50							
6: T: Untap a target attacking creature under your control. Creature neither deals nor receives damage in combat. Artists: Mark Poole, Christopher Rush, Pete Venters. 1/1.													
Feral Thallid	SC	U	**	Rob Alexander	GGG3	2.00							
Put a spore counter on Feral Thallid during your upkeep. Remove 3 counters to regenerate Feral Thallid. 6/3.													
Fungal Bloom	EN	R	****	Daniel Gelon	GG	4.00							
GG: Put a spore counter on target Fungus.													
Night Soil	EN	C	***	Multiple	GG	.50							
1: Take two creatures in any graveyard and remove them from the game to put a Saproling token, which is a 1/1 green creature, in play. Artists: Sandra Everingham, Heather Hudson, Drew Tucker.													
Spore Cloud	INS	C	****	Multiple	GG1	.50							
Top all blocking creatures. No creatures in combat deal damage this turn. No creatures now in combat untap as normal during their controller's next untap phase. Artists: Jesper Myrfors, Susan Van Camp, Amy Weber.													
Spore Flower	SC	U	***	Margaret Organ-Kean	GG	.50							
Put a spore counter on Spore Flower during upkeep. Remove three counters from Spore Flower to prevent creatures from dealing damage in combat. 0/1.													
Thallid	SC	C	***	Multiple	G	.50							
Put a spore counter on Thallid during upkeep. Remove three counters from Thallid to put a Saproling token, which is a 1/1 green creature, in play. Artists: Edward Beard Jr., Daniel Gelon, Jesper Myrfors, Ron Spencer. 1/1.													
Thallid Devourer	SC	U	**	Ron Spencer	GG1	1.00							
Put a spore counter on Thallid Devourer during upkeep. Remove three counters to put a Saproling token, which is a 1/1 green creature, into play. Sacrifice a Saproling to make Thallid Devourer +1/+2 until end of turn. 2/2.													
Thelon's Chant	EN	U	***	Melissa Benson	GG1	2.00							
Do 3 damage to any player who puts a swamp into play without putting a -1/-1 counter on a creature he controls.													
Thelon's Curse	EN	R	***	Pete Venters	GG	2.50							
Blue creatures do not untap as normal. During upkeep, a blue creature's controller may pay U, in addition to other untap costs, to untap one and only one creature.													
Thelonite Druid	SC	U	****	Margaret Organ-Kean	G2	1.00							
G1, T: Sacrifice a creature to turn your forests into 2/3 creatures until end of turn. 1/1.													
Thelonite Monk	SC	R	****	Bryon Wockwitz	GG2	3.50							
T: Sacrifice a green creature to transform a target land into a basic forest. 1/2.													

Hey, cool—Dwarven Ruins is just like a Red Mana Battery, right? Problem is, you can't use all that red mana in an emergency. That's where Ley Druid comes in—he can untap the land and save your butt!

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Deep Spawn	SC	U	***	Mark Tedin	UUUS	.50
Trample. Take top 2 cards from your library and put them in your graveyard during upkeep or destroy Deep Spawn. U: Deep Spawn may not be target of spells or effects until end of turn. Top Deep Spawn if it was untapped. Do not untap Deep Spawn as normal during your next untap phase. 6/6.						
High Tide	INS	C	****	Multiple	U	.50
All islands produce an additional U until end of turn. Artists: Anson Maddocks, Drew Tucker, Amy Weber.						
Horrid	SC	C	*	Multiple	U2	.50
Put a tide counter on Horrid when bringing it into play and during upkeep. Horrid gets -1/-1 if it has one tide counter and +1/+1 when it has three tide counters. Remove off counters when there are four tide counters on Horrid. Artists: Quinton Hoover, Heather Hudson, Mark Tedin, Bryon Wockwitz. 2/2						

Name/Description	Kind	Rarity	Rating	Artist	Cost	Price	Name/Description	Kind	Rarity	Rating	Artist	Cost	Price
Thorn Thallid	SC	C	***	Multiple	GG1	.50	1: Add W to your mana pool (play as an interrupt). Bury Farrelle Priest if more than 3 is spent in this way in one turn. 1/3.						
During your upkeep, put a spore counter on Thorn Thallid. Remove 3 counters to have it deal 1 damage to any target. Artists: Daniel Gelon, Heather Hudson, Jesper Myrfors, Mark Tedin. 2/2.													
RED													
Brassclaw Orcs	SC	C	*	Multiple	R2	.50	Cannot be assigned to block creatures of power greater than 1. Artists: Rob Alexandra, Dan Frazier, Heather Hudson. 3/2.						
Brassclaw Orcs	SC	C	*	Multiple	R2	.50	Cannot be assigned to block creatures of power greater than 1. Artists: Rob Alexandra, Dan Frazier, Heather Hudson. 3/2.						
Dwarven Armorer	SC	R	****	Bryon Wackwitz	R	3.00	R, T: Discard a card from your hand to put a +0/+1 or a +1/+0 counter on target creature. 0/2.						
Dwarven Catapult	INS	U	***	Jeff A. Menges	RX	1.00	Does X damage, divided evenly among all of your opponent's creatures (round down). 1/0						
Dwarven Lieutenant	SC	U	*	Jeff A. Menges	RR	.50	R1: Give target Dwarf +1/+0 until end of turn. 1/2.						



Illustr. © Mark Poole

Goblin Town is a bit costly, but when you can plop down four 1/1 guys and suddenly crank them up to 2/2s or more, it's certainly worth it. The townspeople are also great as defensive sacrifices.

Dwarven Soldier	SC	C	**	Douglas Shuler	R1	.50
If Dwarven Soldier blocks or gets blocked by Orcs, it gains +0/+2 until end of turn. 2/1.						
Goblin Chirurgeon	SC	C	***	Multiple	R	.50
Sacrifice a Goblin to regenerate a creature. Artists: Phil Foglio, Dan Frazier, Daniel Gelon. 0/2.						
Goblin Flotilla	SC	R	***	Tom Wänerstrand	R2	2.50
Islandwalk. At the start of the attack, pay R or creatures blocking or blocked by Goblin Flotilla get first strike until end of turn. 2/2.						
Goblin Grenade	SOR	C	***	Multiple	R	.50
Sacrifice a Goblin to deal 5 damage to a target. Artists: Dan Frazier, Christopher Rush, Ron Spencer						
Goblin Kites	EN	U	**	Anson Maddocks	R1	.50
R: Give a target creature you control of toughness no greater than 2 flying until end of turn. Other effects may later increase target's toughness. At end of turn, flip a coin. Bury target creature if opponent wins flip.						
Goblin War Drums	EN	C	*****	Multiple	R2	.50
Each attacking creature you control may not be blocked with fewer than two creatures. Artists: Dan Frazier, Heather Hudson, Richard Kone-Ferguson, Jeff A. Menges.						
Goblin Warrens	EN	R	****	Dan Frazier	R2	2.50
R2: Sacrifice two Goblins to put 3 Goblin tokens, which are 1/1 red creatures, in play.						
Orcish Captain	SC	C	*	Mark Tedin	R	.50
1. Choose target Orc, then flip a coin. If opponent wins flip, target Orc gets +2/+0 until end of turn. Otherwise, the Orc gets -0/-2 until end of turn. 1/1.						
Orcish Spy	SC	C	****	Multiple	R	.50
T: Look at the top 3 cards in target player's library. Return them in order. Artists: Daniel Gelon, Susan Van Camp, Pete Venters. 1/1						
Orcish Veteran	SC	C	**	Multiple	R2	.50
Cannot be assigned to block white creatures of power greater than 1. R: Give Orcish Veteran first strike until end of turn. Artists: Melissa Benson, Dan Frazier, Quinton Hoover, Douglas Shuler. 2/2.						
Orgg	SC	R	***	Daniel Gelon	RR3	2.50
Trample. Orgg can not attack if opponent controls an untrampled creature with power greater than 2. Orgg cannot block creature of power greater than 2. 6/6.						
Raiding Party	EN	U	***	Quinton Hoover	R2	.50
Raiding Party may not be targeted by white spells or effects. Sacrifice an Orc to destroy all plains. Any player may tap a white creature to save 1 or 2 plains from destruction. Any number of white creatures may be tapped for this purpose.						

WHITE						
Combat Medic	SC	C	****	Multiple	W2	.50
W1: Prevent 1 damage to a player or creature. Artists: Edward Beard Jr., Liz Danforth, Anson Maddocks, Susan Van Camp. 0/2.						
Farrel's Mantle	EC	U	***	Anthony Waters	W2	.50
If target creature attacks and is not blocked it may deal X + 2 damage to any other target creature where X is the power of the creature Farrel's Mantle enchantments.						
Farrel's Zealot	SC	C	**	Multiple	WW1	.50
If Zealot attacks without being blocked, you may deal 3 damage to a target creature. If so, Farrel's Zealot deals no damage. Artists: Edward Beard Jr., Melissa Benson, Richard Kone-Ferguson. 2/2.						
Farrelle Priest	SC	U	***	Phil Foglio	W2	.50

1: Add W to your mana pool (play as an interrupt). Bury Farrelle Priest if more than 3 is spent in this way in one turn. 1/3.						
Hand of Justice	SC	R	*****	Melissa Benson	W5	5.00
T: Top 3 target white creatures you control to destroy any target creature. 2/6.						
Heroism	EN	U	**	Mark Poole	W2	.50
Sacrifice a white creature to prevent attacking red creatures from dealing damage in combat this turn. The attacker may pay R2 so an attacking creature may deal damage normally.						
Icadian Infantry	SC	C	**	Multiple	W	.50
1: Gains bonding until end of turn. 1: Gains first strike until end of turn. Artists: Edward Beard Jr., Christopher Rush, Douglas Shuler, Drew Tucker. 1/1.						
Icadian Javeliners	SC	C	**	Multiple	W	.50
When cast, put a javelin counter on Javeliners. 1: Remove the counter to deal 1 damage to any target. Artists: Edward Beard Jr., Melissa Benson, Scott Kischner. 1/1.						
Icadian Lieutenant	SC	R	*	Pete Venters	WW	2.00
W1: Give target Soldier +1/+0 until end of turn. 1/2.						
Icadian Moneychanger	SC	C	***	Multiple	W	.50
Lose 3 life when casting and put 3 counters on Icadian Moneychanger. During your upkeep, put a counter on Moneychanger. Sacrifice Moneychanger during your upkeep to gain 1 life for each counter on it. Artists: Edward Beard Jr., Melissa Benson, Drew Tucker. 0/2.						
Icadian Phoenix	SC	U	***	Koja Foglio	W4	1.00
Bonds. 2/4.						
Icadian Priest	SC	U	***	Drew Tucker	W	.50
WW1: Make target creature +1/+1 until end of turn. 1/1.						
Icadian Scout	SC	C	***	Multiple	W	.50
1: T: Give target creature first strike until end of turn. Artists: Rob Alexander, Phil Foglio, Richard Kone-Ferguson, Douglas Shuler. 1/1.						
Icadian Skirmishers	SC	R	***	Heather Hudson	W3	3.50
Bonds, first strike. All creatures that bond with Skirmishers gain first strike until end of turn. 1/1.						
Icadian Town	SOR	R	*****	Tom Wänerstrand	W5	4.00
Put 4 Citizen tokens, which are 1/1 white creatures, in play.						
Order of Leinir	SC	C	****	Multiple	WW	.50
Protection from black. WW: +1/+0 until end of turn. W: First strike until end of turn. Artists: Randy Asplund-Faith, Bryon Wackwitz (two versions). 2/1.						

LANDS

Bottomless Vault	LAN	R	***	Pat Morrissey	3.00	
Comes into play tapped. You may leave Bottomless Vault tapped to put a storage counter on it. T: Remove any number of storage counters, adding B for each storage counter removed.						
Dwarven Hold	LAN	R	***	Pat Morrissey	3.00	
Comes into play tapped. You may leave Dwarven Hold tapped to put a storage counter on it. T: Remove any number of storage counters, adding R for each storage counter removed.						
Dwarven Ruins	LAN	U	*	Mark Poole	1.00	
Comes into play tapped. T: Add R to your mana pool. T: Sacrifice Dwarven Ruins to add RR to your mana pool.						
Ebon Stronghold	LAN	U	*	Mark Poole	1.00	
Comes into play tapped. T: Add B to your mana pool. T: Sacrifice Ebon Stronghold to add BB to your mana pool.						
Havenwood Battleground	LAN	U	*	Mark Poole	1.00	
Comes into play tapped. T: Add G to your mana pool. T: Sacrifice Havenwood Battleground to add GG to your mana pool.						
Hollow Trees	LAN	R	***	Pat Morrissey	3.00	
Comes into play tapped. You may leave Hollow Trees tapped to put a storage counter on it. T: Remove any number of storage counters, adding G for each storage counter removed.						
Icadian Store	LAN	R	***	Pat Morrissey	2.50	
Comes into play tapped. You may leave Icadian Store tapped to put a storage counter on it. T: Remove any number of storage counters, adding W for each storage counter removed.						
Rainbow Vale	LAN	R	***	Koja Foglio	3.00	
T: Add 1 mana of any color to your pool; Rainbow Vale passes to opponent at end of turn.						
Ruins of Trokair	LAN	U	*	Mark Poole	1.00	
Comes into play tapped. T: Add W to your mana pool. T: Sacrifice Ruins of Trokair to add WW to your mana pool.						
Sand Silos	LAN	R	***	Pat Morrissey	2.50	
Comes into play tapped. You may leave Sand Silos tapped to put a storage counter on it. T: Remove any number of storage counters, adding U for each storage counter removed.						
Syvelinite Temple	LAN	U	*	Mark Poole	1.00	
Comes into play tapped. T: Add U to your mana pool. T: Sacrifice Syvelinite Temple to add UU to your mana pool						

MISCELLANEOUS

Arena	LAN	R	****	Rob Alexander	6.00	
3: T: Pick one of your creatures and have your opponent pick a creature. Both creatures are tapped and deal damage to one another as if one had attacked and the other blocked in combat.						
Giant Badger	SC	R	****	Liz Danforth	GG1	6.00
Badger gets +2/+2 until end of turn if assigned as a blocker. 2/2.						
Nelathini Dragon	SC	R	***	Michael Whelan	RR2	5.00
Flying, bonds. R: +1/+0 until end of turn. Bury Nelathini Dragon if more than RR is spent in this manner in one turn. 1/1.						
Sewers of Estark	INS	R	***	Melissa Benson	BB2	7.50
If target creature is attacking, it may not be blocked until end of turn. If target creature is blocking, it neither deals damage to nor takes damage from blocking creatures.						
Windseeker Centaur	SC	R	***	Anson Maddocks	RR1	6.00
Does not tap to attack. 2/2						

• = Restricted/Banned	ART	Artifact	EC	Enchant Creature	EL	Enchant Land	EW	Enchant World	INT	Interrupt Land	SC	Summon Creature
AC = Artifact Creature	EA	Enchant Artifact	EE	Enchant Enchantment	EN	Enchant Land	IWS	Instant	LAN	Land	SOR	Sorcery

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FEDERATION

Name	Type	Rarity	Price
Albert Einstein	PE	R	7.50
Alexander Rozhenko	PE	U	2.00
Alyanna Nechayev	PE	R	8.00
Alyssa Ogawa	PE	U	1.50
Benjamin Maxwell	PE	U	1.50
Beverly Crusher	PE	R	17.00
Calloway	PE	C	.50
Christopher Hobson	PE	C	.50
Dorian Wallace	PE	C	.50
Data	PE	R	40.00
Deanna Troi	PE	R	20.00
Dr. La Forge	PE	R	4.00
Dr. Leah Brahms	PE	R	5.00
Dr. Selar	PE	U	2.00
Eric Pressman	PE	C	.50
Exocomp	PE	U	2.00
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Federation PADD	EQ	C	.50
Fleet Admiral Shanthi	PE	U	1.00
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Giusti	PE	C	.50
Hannah Bates	PE	U	1.00
Jean-Luc Picard	PE	R	40.00
Jenna D'Sora	PE	R	3.00
Kareel Odan	PE	U	1.00
K'Ehleyr	PE	R	8.00
Lech Brahms	PE	R	8.00
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Richard Galen	PE	R	7.00
Riva	PE	R	1.00
Ro Laren	PE	R	9.00
Runabout	SH	C	1.00
Sarek	PE	R	10.00
Satalk	PE	R	7.00
Shelby	PE	R	8.00
Simon Tarses	PE	C	.50
Sir Isaac Newton	PE	R	7.00
Sima Kolomi	PE	U	1.00
Sito Jaxa	PE	C	.50
Soren	PE	U	2.00



Starfleet Type II Phaser

Name	Type	Rarity	Price
Taritt	PE	C	.50
Tam Elbrun	PE	R	6.00
Tasha Yar	PE	R	12.00
Tavrik	PE	C	.50
Thomas Riker	PE	U	15.00
Toby Russell	PE	U	1.00
T'Pon	PE	U	2.00
Type IV Shuttlecraft	SH	C	.50
U.S.S. Bintain	SH	R	9.00
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Worf	PE	R	25.00

KLINGON



Name

Name	Type	Rarity	Price
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Divok	PE	C	.50
Dukath	PE	C	.50
Duras	PE	R	10.00
Fek'Ihr	PE	U	2.00
Gorath	PE	C	.50
Gowron	PE	R	10.00
I.K.C. Bortas	SH	R	8.50
I.K.C. Buruk	SH	R	8.00
I.K.C. Heigh'ta	SH	C	.50
I.K.C. K'Vort	SH	C	.50
I.K.C. Pogh	SH	R	8.00
I.K.C. Qu'Vat	SH	R	8.00
I.K.C. Vor'Cho	SH	C	.50
I.K.C. Vorn	SH	U	1.00
J'Dan	PE	C	.50
Kahless	PE	R	5.00
Kargon	PE	R	5.00
Keil	PE	U	1.50
Kleg	PE	C	.50
Kle'eg	PE	C	.50
Klingon Disruptor	EQ	C	.50
Klingon Outpost	OUT	C	.50
Klingon PADD	EQ	C	.50
K'mpec	PE	U	1.00
Konmel	PE	U	1.00
Korath	PE	U	2.00
Korath	PE	U	1.00
Kromis	PE	C	.50
Kromm	PE	U	1.00
K'Tal	PE	U	1.00
K'Tesh	PE	C	.50
Kuruk	PE	R	5.00
K'Voda	PE	U	1.50

ROMULAN

Name	Type	Rarity	Price
Alidar Jarok	PE	R	6.50
Bochra	PE	U	1.50
D'deridex	SH	C	1.00
Devore	SH	R	10.00
Galathon	PE	C	.50
Haakon	SH	R	9.00
Jaron	PE	C	.50
Jera	PE	C	.50
Khazara	SH	R	9.00
Mendok	PE	R	6.00
Mirk	PE	U	2.00
Movar	PE	U	2.00
Neril	PE	U	1.00
N'Vek	PE	U	1.50
Palath	PE	C	1.00
Pandek	PE	U	2.00
Parem	PE	U	2.00
Pi	SH	R	4.50
Romulan Disruptor	EQ	C	1.00
Romulan Outpost	OUT	C	1.00
Romulan PADD	EQ	C	1.00
Science Vessel	SH	C	1.00
Scout Vessel	SH	C	1.00
Sela	PE	R	7.50
Selok	PE	C	.50
Taibak	PE	C	2.00
Takket	PE	C	.50
Tallus	PE	C	.50
Tarus	PE	C	.50
Taul	PE	C	.50
Tebok	PE	U	1.00
Thei	PE	C	.50
Tokath	PE	R	2.00
Tomok	PE	C	5.50
Tomek	PE	C	.50
Toreth	PE	R	5.50
Varel	PE	C	.50

NON-ALIGNED

Name	Type	Rarity	Price
Amaris	PE	U	1.50
Baron	PE	U	2.00
Bok	PE	U	1.50
Combat Vessel	SH	C	.50
Devoni Ral	PE	U	1.50
Dr. Forek	PE	C	.50
Dr. Reysa	PE	U	1.50
Engineering Kit	EQ	C	.50
Engineering PADD	EQ	C	.50
Etan Jal	PE	U	1.50
Erek	PE	U	1.50



Name	Type	Rarity	Price	Name	Type	Rarity	Price	Name	Type	Rarity	Price
Gorta	PE	C	.50	Polar Taff—Alien Trader	INT	C	.50	Iconian Computer Weapon	DI	C	1.00
Husnock Ship	SH	U	2.00	Particle Fountain	INT	C	.50	Impossible Door	DI	C	1.00
Ishara Yar	PE	U	1.00	Pattern Enhancers	EV	C	.50	Interphase Generator	AR	R	7.00
Jo'Brl	PE	U	1.50	Plasma Fire	EV	C	.50	Investigate Alien Probe	MI	R	5.50
Medical Kit	EQ	C	.50	Q-NET	EV	C	.50	Investigate Anomaly	MI	C	.50
Medical Tncorder	EQ	C	.50	Q2	INT	U	3.00	Investigate Disappearance	MI	R	5.00
Mercenary Ship	SH	C	.50	Raise the Stakes	EV	U	1.50	Investigate Disturbance	MI	R	5.00
Nanik	PE	C	.50	Red Alert!	EV	C	1.00	Investigate Massacre	MI	R	3.50
Oscott	PE	U	2.00	RES-Q	EV	C	1.00	Investigate Raid	MI	R	4.00
Roga Danar	PE	R	10.00	Rogue Borg Mercenaries	INT	C	.50	Investigate Rogue Comet	MI	R	4.00
Tricorder	EQ	C	.50	Scan	INT	C	.50	Investigate "Shattered Space"	MI	R	3.50
Vekor	PE	C	.50	Ship Seizure	INT	C	.50	Investigate Sighting	MI	R	3.50
Yridrian Shuttle	SH	C	.50	Spacedock	EV	C	.50	Investigate Time Continuum	MI	R	4.00
Zibolian Transport	SH	C	.50	Static Warp Bubble	EV	C	.50	Khtorner Research	MI	R	4.00

EVENTS AND INTERRUPTS

Name	Type	Rarity	Price	Name	Type	Rarity	Price	Name	Type	Rarity	Price
Alien Groupie	INT	R	5.50	Supernova	EV	R	7.00	Male's Love Interest	DI	C	1.00
Alien Probe	EV	U	1.50	Tachyon Detection Grid	INT	C	.50	Matriarchal Society	DI	U	1.00
Aranda Rogers	INT	U	2.00	Telepathic Alien Kidnappers	EV	U	2.00	Medical Relief	MI	C	4.00
Anti-Time Anomaly	EV	R	6.00	Temporal Rift	INT	U	2.00	Menthar Booby Trap	DI	C	.50
Asteroid Sanctuary	INT	C	.50	Tethyon Field	EV	C	.50	Microbiotic Colony	DI	C	.50
Atmospheric Ionization	EV	C	.50	Transwarp Conduit	INT	U	1.50	Microvirus	DI	C	.50
Auto-Destruct Sequence	INT	U	1.50	Traveler, The: Transcendence	EV	U	2.00	Nogilum	DI	R	5.00
Bynars Weapon Enhancement	EV	R	6.00	Treaty: Federation/Klingon	EV	C	1.00	Nanites	DI	R	1.00
Crosis	INT	R	9.00	Treaty: Federation/Romulan	EV	C	1.00	Nausicomans	DI	R	1.00
Devil, The	INT	R	6.00	Treaty: Romulan/Klingon	EV	C	1.00	New Contact	MI	R	4.00
Disruptor Overload	INT	C	1.00	Vulcan Mindmeld	INT	U	1.50	Nitrum Metal Parasites	DI	R	2.00
Distortion Field	EV	U	1.50	Warp Core Breach	EV	R	4.00	Null Space	DI	U	1.00
Distortion of . . . Continuum	INT	U	2.50	Where No One Has Gone Before	EV	C	1.00	Pegasus Search	MI	R	4.00
Emergency Transporter Armbands	INT	C	1.00	Wormhole	INT	C	1.00	Phased Matter	DI	U	.50
Energy Vortex	INT	U	1.00					Plunder Site	MI	C	1.00



ARTIFACTS, DILEMMAS, AND MISSIONS

Name	Type	Rarity	Price	Name	Type	Rarity	Price	Name	Type	Rarity	Price
Escape Pod	INT	C	1.00	Barclay's Protoplasmic Disease	DI	R	7.00	Shaka, When the Walls Fell	MI	U	1.00
Espionage: Federation/Klingon	EV	C	.50	Betazoid Gift Box	AR	R	1000	Strategic Diversion	MI	U	1.50
Espionage: Klingon/Federation	EV	C	.50	Birth of "Junior"	DI	U	1.50	Study "Hole in Space"	MI	R	3.00
Espionage: Romulan/Federation	EV	C	.50	Borg Ship	DI	R	12.00	Study Lorka Pulsar	MI	R	3.50
Espionage: Romulan on Klingon	EV	C	.50	Chakoth	DI	U	2.00	Study Nebula	MI	R	5.00
Full Planet Scan	INT	U	1.00	Cloaked Mission	MI	U	1.00	Study Plasma Streamer	MI	C	1.00
Gaps in Normal Space	EV	U	1.50	Cosmic String Fragment	DI	U	1.50	Study Stellar Collision	MI	C	1.00
Genetronic Replicator	EV	U	1.00	Covert Installation	MI	C	1.00	Survey Mission	MI	R	4.00
Goddess of Empathy	EV	R	5.00	Covert Rescue	MI	U	1.00	Torelian Plague Ship	DI	R	2.00
Holo-Projectors	EV	U	1.50	Crystalline Entity	DI	R	6.00	Temporal Casualty Loop	DI	R	4.50
Honor Challenge	INT	R	4.50	Cultural Observation	MI	R	4.50	Test Mission	MI	C	.50
Hugh	INT	R	7.50	Cytherians	DI	R	5.00	Thought Maker	AR	R	11.00
Incoming Message—Federation	INT	U	1.50	Diplomacy Mission	MI	U	1.00	Time Travel Pod	AR	R	10.00
Incoming Message—Klingon	INT	U	1.50	El-Adrel Creature	DI	U	1.50				
Incoming Message—Romulan	INT	U	1.50	Evacuation	MI	U	1.00				
Jaglon Sheek—Information Broker	INT	R	500	Evaluate Terraforming	MI	R	4.50				
Juggler, The	INT	U	1.00	Excavation	MI	C	.50				
Kevin Uxbridge	INT	R	2.00	Explore Block Cluster	MI	R	4.00				
Kivas Fajo—Collector	EV	U	1.50	Explore Dyson Sphere	MI	R	3.50				
Klingon Death Yell	INT	R	5.00	Expose Covert Supply	MI	U	1.00				
Klingon Right of Vengeance	INT	C	.50	Extraction	MI	R	500				
Life-Form Scan	INT	U	1.50	Femtola's Love Interest	DI	C	1.00				
Long-Range Scan	INT	C	1.00	Fever Emergency	MI	C	.50				
Lore Returns	EV	R	7.00	Firestorm	DI	U	2.00				
Lore's Fingernail	EV	R	6.00	First Contact	MI	U	1.50				
Loss of Orbital Stability	INT	C	.50	Gravitic Mine	DI	U	1.50				
Masaka Transformations	EV	U	1.50	Hologram Ruse	DI	U	1.00				
Metaphasic Shields	EV	U	1.50	Horga'hn	AR	R	10.00				
Near Warp Transport	INT	U	1.00	Hunt for DNA Program	MI	R	4.00				
Neural Servo Device	EV	U	1.50	Hyper-Aging	DI	U	2.00				
Nutritional Shields	EV	U	1.50	Iconia Investigation	MI	R	4.50				



LEGENDS	DI	EV	Event	MI	Mission	PE	Personal
Alien	Alien	Alien	Event	Event	Event	Personal	Personal

MISCELLANEOUS

ପ୍ରକାଶକ

Plate
Great Pyramid, The
Others
Pyramid Marketing Schemes
Trading Card Game

INQUEST CHECKLIST

Blood Wars



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334 cards
Starter Deck: \$9.95
(dual pack)
Booster Pack: \$2.50



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Dixie



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337 cards
Starter Deck: \$7.95
Booster Pack: \$2.45

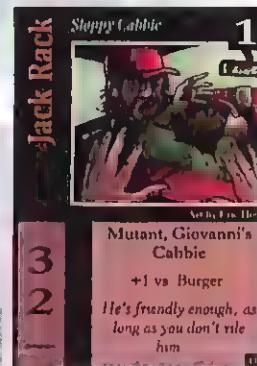
Jihad



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438 cards
Starter Deck: \$8.95
Booster Pack: \$2.50

On the Edge



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269 cards
Starter Deck: \$7.95
Booster Pack: \$1.95

Cut Ups expansion
Booster Pack: \$1.95

Spellfire



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695 cards
Starter Deck: \$8.95
Booster Pack: \$2.50
F. Realms expansion
Booster Pack: \$2.50
Dragonlance expansion
Booster Pack: \$2.50
Ravenloft expansion
Booster Pack: \$2.50

(Disclaimer: For those of you paying attention, the design train wrecked here... Look forward to some improvements next issue.)

Galactic Empires



337 cards
Starter Deck: \$7.95
Booster Pack: \$2.45

New Empires expansion
Booster Pack: \$1.95

We'd like to take the time to thank several of the retailers who helped make this price guide the best it can be:

Star of the Guardians



325 cards
Starter Deck: \$8.95
Booster Pack: \$2.95

Broadway Comics

Daniel Torony
P.O. Box 904
Volrico, FL 33594
(813) 661-6445

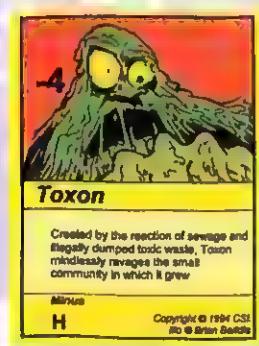
B & R Baseball Cards

Bob Silverman
51 Lafayette Ave.
Suffern, NY 10591
(914) 357-7996

Charity Fellowship Gaming Hotline

Reverend David Moore
58 Youngs Road
Williamsville, NY 14221
(716) 632-8833

Super Deck!



160 cards
Starter Deck: \$7.95
Booster Pack: \$1.95

GameMaster Ltd.

Cathy McCauley
26-13 Broadway
Route 4 West
Fairlawn, NJ 07410
(201) 796-7377
Fax: (201) 796-8535

Wyvern



136 cards
Starter Deck: \$7.95
Booster Pack: \$2.50

Wizard World

Rockland Center
51 E. Route 59
 Nanuet, NY 10544
(914) 624-2224

And hey, tune in next issue when we crank up the price guide coverage!

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FOOM THOOOM SNIKT SPLASH

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THE LANGUAGE!

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THE GUIDE TO COMICS

BOOM

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AFTER



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Where's Waldo's Wallet?

You may know our next writer from his game reviews in *Dragon Magazine* or his various game products. Or maybe you don't know him at all. In any case, we liked his writing so much we gave him a column. Ladies and gentlemen, Rick Swan!

BY RICK SWAN



■ Waldo would be lost without his Sprawl Maps, Car Wars Lapel Pins, TWERPS, Dragonskin Book Cover...

It had been three weeks since I'd seen Waldo when I ran into him outside of Pizza Whiz. He was lug- ging a big cardboard box, a joy-stick poking over the top.

"Isn't that your video game stuff?" I asked.

He stopped, set the box on the sidewalk, and let out a long sigh. "Yeah. I'm giving it to my cousin."

"How come?"

"It was breaking me, man. First, I spend a hundred bucks on a 16-bit system. Then they expect me to shell out another hundred and fifty for a CD-ROM. I ain't made out of money."

"So maybe now you're ready to try role-playing?" I'd been bugging him for a year to join our group.

Waldo rubbed his chin. "Yeah, maybe. When's the next session?"

"First of the month. My place. What do you say?"

He shrugged. "See you there."

Waldo showed up right on schedule, dragging two Army surplus duffel bags behind him. As he settled into a chair, I introduced him to the regulars, Ozzie and Ed, who eyed the bags with great interest.

Waldo opened one and fished around inside. "Advanced Dungeons & Dragons, anyone?" He pulled out a *Player's Handbook* (TSR Inc., \$20), a *Dungeon Master's Guide* (TSR, \$20), and a *Monstrous Manual* (TSR, \$25), the latter neatly bound in a *Dragonskin Book Cover* (Chessex, \$4).

"Sorry," I said. "We're playing *Earthdawn* tonight."

"No problem." Waldo opened the other bag. "Hardcover (FASA Corporation, \$30) or softcover (FASA, \$20)?"

"Either is fine." I began to pass out dice. Waldo waved them away.

"Brought my own," he said. A set of *Speckled Air Elemental Polyhedral* (Chessex, \$5.50) and a pair of *Translucent Topaz Yellow 100-siders* (Gamescience, \$10 each) spilled from a *Vampire: The Masquerade Red Ankh Dice Bag* (Shield Games, \$4).

Everyone produced miniature

figures to represent their characters. Ozzie, a connoisseur of miniatures, inspected Waldo's figure.

"Nice paint job. Do it yourself?"

"Yep," said Waldo proudly. "I used *Bulwug's Belly Green* (Ral Partha, \$1.75) for the eyes and *Bestial Brown* (Citadel, \$2) for the drool."

Ozzie nodded his approval. "You ought to try a little *Mind Flayer Mauve* (Ral Partha, \$1.75). It really brings out the bruises."

I got up to go to the kitchen. "Anybody want some Pepsi?"

Waldo held out his *Gen Con Game Fair Ceramic Coffee Mug* (TSR, \$7). "Fill 'er up!"

The game progressed smoothly. Waldo let us borrow his *Sprawl Maps* (FASA, \$15) to lay out the city and his *Car Wars Lapel Pins* (Steve Jackson Games, \$4.50 each) to mark the trap doors. Unfortunately, Waldo had to go home early because he spilled Pepsi on his *Wraith: The Oblivion T-shirt* (White Wolf, \$15).

A month passed before I saw him again, standing in front of Pizza Whiz, munching on a slice of pepperoni. He looked different—better, in fact, relaxed and at peace. The duffel bags were nowhere in sight.

I slapped him on the back. "Long time, no see, buddy. What have you been up to?"

He licked the grease from his fingers. "Unloading my roleplaying stuff. I sold some at a garage sale. My cousin's got the rest."

I was stunned. "Why?"

"It was getting too expensive." He slurped a string of cheese. "TWERPS (Gamescience, \$3) was the last straw."

"TWERPS? That's only six pages!"

"Yeah, but who knew there was gonna be a second edition? And then there's all the supplements. TWERPS-Twek (Gamescience, \$3). *Metaphysical Ninja Chainsaw Vitamin Junkies* (Gamescience, \$3). It adds up, man."

He had a point. "You playing anything now?"

"Matter of fact, I am." He jiggled a baggie in front of my face. I immediately recognized the bundle of cards inside.

"*Magic: The Gathering*," I said. "Which sets are you collecting? Alpha, *Antiquities*, *Arabian Nights*...?"

"All of 'em." Waldo stuffed the baggie into his pocket and wiped his mouth on his sleeve. "I mean, how much could it cost?"

Rick Swan wrote "History of Role-Playing Games" for the InQuest special edition. InQuest is proud to welcome him aboard as a regular columnist.

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SHADOWFIST

JUNE 95

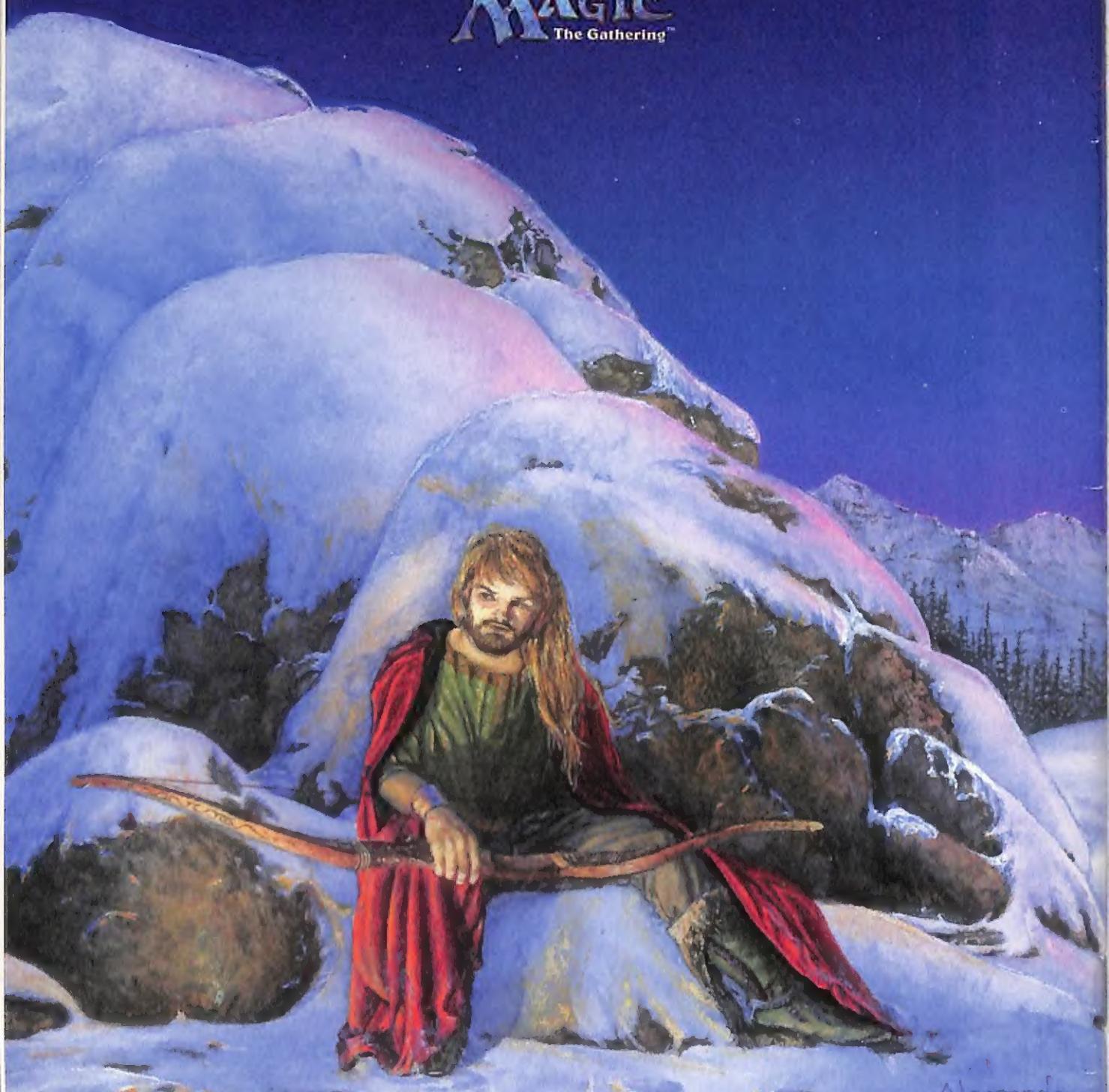
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